

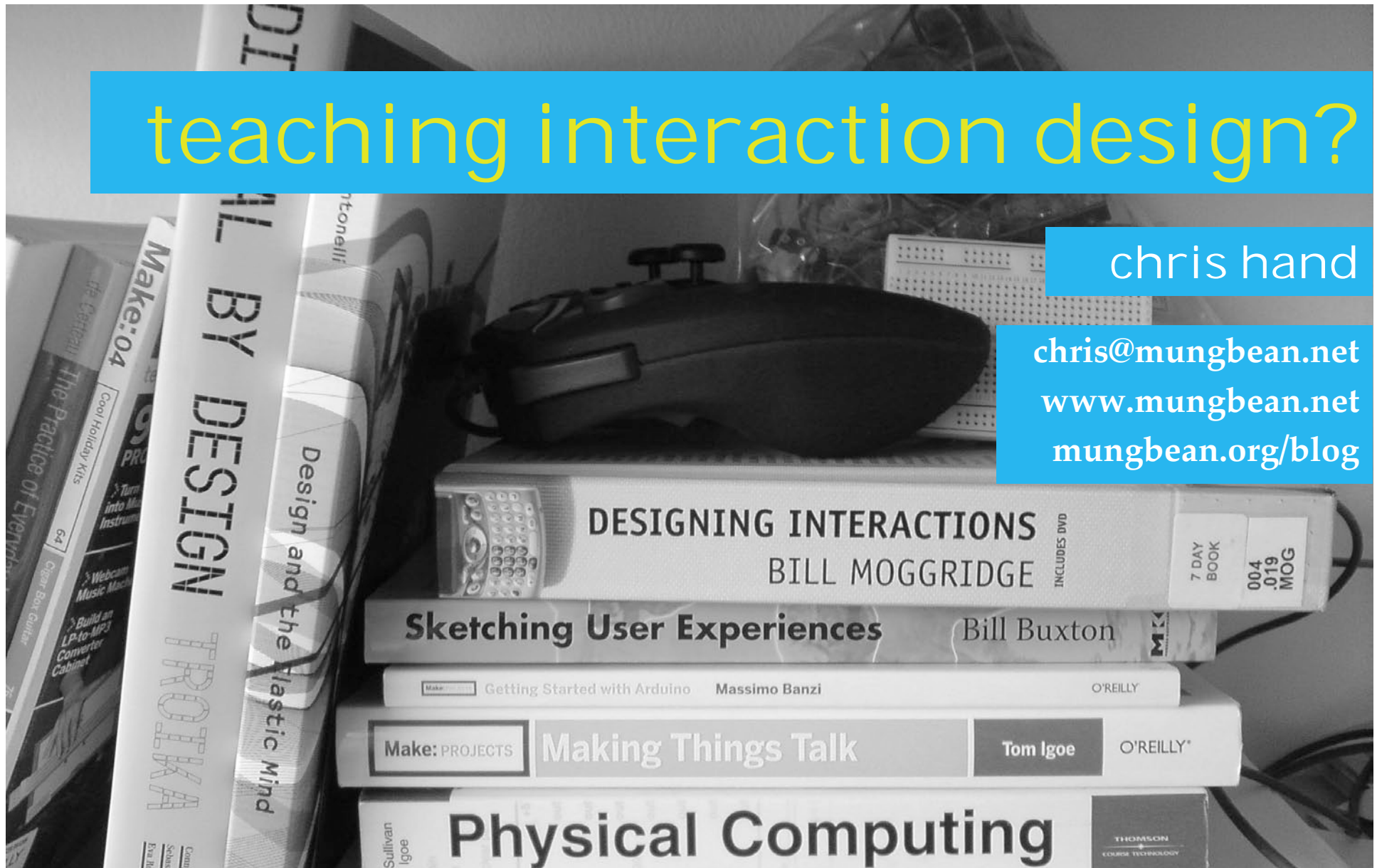
# teaching interaction design?

chris hand

[chris@mungbean.net](mailto:chris@mungbean.net)

[www.mungbean.net](http://www.mungbean.net)

[mungbean.org/blog](http://mungbean.org/blog)



School of Arts & Creative Industries  
Edinburgh Napier University  
Scotland

Interaction  
Design  
Symposium  
2009

Edinburgh Napier  
UNIVERSITY

Chris Hand

Hazel White

Lenno

## Chris Hand

*close [x]*

Edinburgh Napier University  
Edinburgh

~~www.chrisishand.net~~

I'm a lecturer and researcher in the School of Arts & Creative Industries at Edinburgh Napier University in Scotland. My first degree was in Computer Engineering, followed by MA Design Interactions from the RCA.

I've been a lecturer and researcher since 1990, covering a range of topics including multimedia, hypermedia, virtual reality and interactive media design, and more recently product design and graphic design. I'm currently developing new Interaction Design degree courses at undergraduate and postgraduate level.

I enjoy teaching hacking and electronics to artists and designers, and believe strongly in empowering students through a DIY, hands-on approach. I recently co-founded the Edinburgh chapter of "This Happened", a series of events focusing on the stories behind Interaction Design.

Noam Toran

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De Montfort University (1995-1997)

BSc Multimedia Computing

**Dundee (2003-2005)**

BSc Interactive Media Design  
& Innovative Product Design

**Napier (2008-)**

BDes Product Design & Graphic Design

**Wider Community (Napier students, Edinburgh  
University Masters students, Teachers)**

Physical Computing

Hacklabs

Arduino workshops

Students on multidisciplinary courses

...are children of divorced parents

...have reduced chances of excelling across a  
very broad curriculum

...have a very wide range of career paths

Two new studio-based Interaction Design courses starting September 2009

- BDes (4 years)
- MDes (1 year full-time, 2 years part-time)

Collaboration between Computing and Design

Driven by individuals

Currently developing course structures and curricula



# arduino workshops



## Experimenting with introducing arduino

- 3rd year Product Design
- Final year Product Design Atelier
- Edinburgh University Master's students: Digital Media, Music Tech & Composition



## t-shirt of the week

This weeks T-shirt of the Week is 'Get Excited and Make Things'.  
Designed by Matt 'Black Belt' Jones.

Don't just keep calm and carry on.  
And don't panic and freak out.  
Matt says get excited and make things.  
Amen to that.

(Matt has kindly offered to donate his design fee for this to the  
Do Lectures fund. Top bloke.)  
Available on Fern for men and Peppermint for women.

### t-shirt alert

Get updates on all the new t-shirts of the week, by signing up to our  
weekly t-shirt alert, never miss these proverbial hot cakes again. Just  
tick the box in your account page.

sign-in get newsletter

sign-up get newsletter



**Get Excited  
And Make  
Things**  
**£25.00**

Mens regular fit



**Get Excited  
And Make  
Things**  
**£20.00**

Womens regular fit

“Skills are too often thought of as a way of implementing design.

Whereas I found the learning of skills to be one of the most important ways to actually change my way of thinking about things.”

— Durrell Bishop



Programming - abstraction, algorithms, debugging etc.

Electronics - schematics, datasheets, soldering,  
debugging, etc.

It takes time and experience to acquire these skills.

They involve learning new ways of thinking.

But the barriers to entry are lower than ever  
(Processing, Arduino, Fritzing...)

# origins

Ivica	Artificial intelligence
Hazel	Jewelry design
Camille	Physics, Industrial design
Matt	Interaction Design
Anab	Graphics & film-making
Michael	Psychology
Emanuela	Communication science
Reto	Stonemasonry
Helena	Physical ergonomics
Sara	Fashion design
Marilyn	Ceramics

# MULTIDISCIPLINARITY

Most successful Interaction Designers  
appear to have studied multiple  
disciplines.

# multidisciplinarity

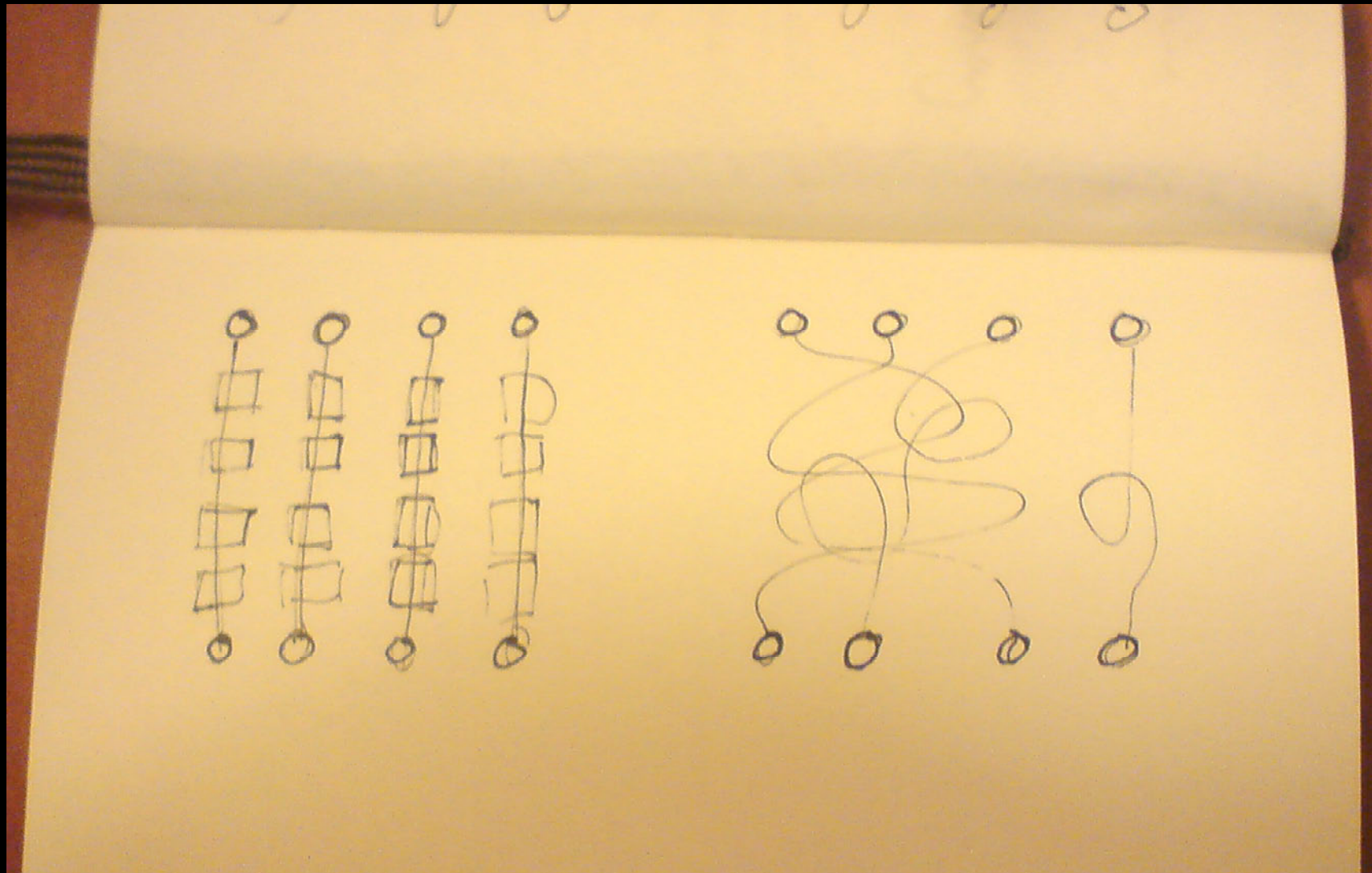
can we teach it?

or is it a personality trait?

is it essential, or important, for  
Interaction Design?

is it better for ID be taught at  
master's level





following a curriculum      or      finding a personal path?

# definining it

is it important to define interaction design?

many well-respected practitioners (including those in design generally) totally disregard boundaries and labels and forge their own paths.

**Hvala.  
Thank you.**

Chris Hand  
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[mungbean.org/blog](http://mungbean.org/blog)