

1	INTERACTION DESIGN
2	COMPULSORY
3	EQF LEVEL 6
4	3RD
5	5
6	6 ECTS
7	NICOLA SAPONARO
8	<p>TO UNDERSTAND AND APPLY THE TECHNIQUES AND TECNOLOGIES USED FOR THE CREATION OF INTERACTIVE OPERAS. TO LEARN THE FUNDAMENTAL BASIS OF INTERACTION DESIGN WITH THE SOFTWARE VVVV AND THE MULTIPLE ASPECTS AND METHODS OF THE INTERACTION BETWEEN HUMANS AND MACHINES FINALIZED AT THE MULTISENSORIAL COMUNICATION.</p> <p>TO EXPLORE AND EXPERIMENT WITH PROJECTION MAPPING, KINECT AND ARDUINO</p> <p>TO ANALYZE AN IDEA FOR A PROJECT, FROM THE PRODUCTION TO THE PRESENTATION FOR COMMERCIAL APPLICATIONS.</p>
9	FACE TO FACE
10	NOTEBOOK WITH WINDOWS ON MACBOOKS, WINDOWS MUST BE INSTALLED THRU BOOTCAMP.
11	<p>1_VISUAL PROGRAMMING LANGUAGES THE VISUAL PROGRAMMING SOFTWARES AND THEIR STRENGTHS. EXAMPLES OF GREAT WORKS MADE WITH THE SOFTWARES VVVV, MAXMSP, PUREDATA, QUARTZ COMPOSER THE INVISIBLE CONVERSION BETWEEN GRAPHICS AND CODE ANALYSIS OF THE STRUCTURES MADE BY USERS AND THEIR FUNCTIONING THE LOGICS OF NODE BASED STRUCTURES IN VVVV.</p> <p>2_REALTIME GENERATION AND MODELING OF MULTIMEDIA CONTENT METHODS OF PROCESSING AND REPRODUCTION OF AUDIO AND VIDEO. THE ASSOCIATION BETWEEN AUDITORY AND VISUAL CONTENT. CONCEPTUAL STUDY AND CREATION OF AN AUDIOVISUAL PERFORMANCE CREATING NETWORKS OF COMPUTERS TOGETHER IN ORDER TO FORM A SINGLE WORK NEW MEDIA AND INTERACTION BETWEEN MAN AND MACHINE</p> <p>4_STRUCTURING AND IMPLEMENTATION OF AN INTERACTIVE AUDIOVISUAL WORK THE ANALYSIS OF THE IDEA AND ITS FEASIBILITY BUDGET ASSESSMENT, ENVIRONMENTAL FACTORS AND THE CHOICE OF HARDWARE. CREATION AND PRESENTATION OF A GROUP OR INDIVIDUAL INTERACTIVE PROJECT.</p>
12	HTTP://VVVV.ORG/DOCUMENTATION/IT.DOCUMENTAZIONE HTTP://WWW.LANVIDEOSOURCE.NET/FONDAMENTI_DI_VVVV.PDF
13	SEE 11
14	ORAL EXAM WITH OPTIONAL PROJECT SHOWCASING BY THE STUDENT OR GROUP
15	ITALIAN