lcomu1239

2019

In view of the health context linked to the spread of the coronavirus, the methods of organisation and evaluation of the learning units could be adapted in different situations; these possible new methods have been - or will be - communicated by the teachers to the students.

4 credits	22.5 h	Q2

Teacher(s)	Descampe Antonin (compensates Verhaegen Philippe) ;Libertiaux Gaëtan (compensates Verhaegen Philippe) ;Verhaegen Philippe ;
Language :	French
Place of the course	Louvain-la-Neuve
Aims	*The contribution of this Teaching Unit to the development and command of the skills and learning outcomes of the programme(s) can be accessed at the end of this sheet, in the section entitled "Programmes/courses offering this Teaching Unit".*
Evaluation methods	**Due to the COVID-19 crisis, the information in this section is particularly likely to change.** The evaluation consists of a group project aimed at the study or development of an original interactive device, or the improvement of an existing device. The practical details of this work will be exposed to the students at the beginning of the semester and available on Moodle. As part of an ongoing evaluation, teachers can ask students for individual work that will feed into the discussion of the topics covered in the course sessions.
Teaching methods	**Due to the COVID-19 crisis, the information in this section is particularly likely to change.** • Lectures by the teacher and by stakeholders directly involved in the analysis, design and / or marketing of media devices. • Discussion on students experience in using technologies
Content	This course is divided into two parts, each supported by one of the two teachers. **1. "Technology" part**: in this part, in addition to an introduction on the technical evolution of the device-message pair, media devices will be analyzed from a technological point of view, such as augmented and virtual reality devices, social networks, virtual currencies, mobility devices, etc. **2. "Interactivity" part**: in this part, the notion of interactivity will be defined and explored • What is interactivity? • What makes it work, is it fluid, etc.? • Interactivity outside the screen • Relationship between ergonomics and a user • Presentation of interactive concepts
Inline resources	Presentation materials, useful links, work instructions and other external resources (reference work, etc.) will be made available to students on the Moodle platform of the course: https://moodleucl.uclouvain.be/course/view.php?id=12178
Faculty or entity in charge	ESPO

Programmes containing this learning unit (UE)				
Program title	Acronym	Credits	Prerequisite	Aims
Master [120] in Information and Communication Science and Technology	STIC2M	4		🔍
Bachelor in Information and Communication	COMU1BA	4		🔍
Minor in Information and Communication	LCOMU100I	5		🔍
Minor in Information and Communication Studies and Technologies	LSTIC100I	5		🔍