

University of the Arts London

London College of Communication

MA Interaction Design Communication

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1. INTRODUCTION

MA Interaction Design Communication is founded in the rich tradition of experimental and critical interaction design at the London College of Communication. Over the last few years the course and subject at LCC has gone through changes and advancements in respect of the changing nature of the fields of design and art around it and now finds itself in the position of pursuing genuinely radical practices, theories and dialogues.

The commonalities of MA IDC projects lie in their exploration of the human in a technological universe. Whether these projects are defined as interaction design, art or something else entirely is vexed and complicated but they indicate the promise of new forms of practice built on a thriving and exciting field.

2. INTERACTION DESIGN NOW

The definition of 'interaction design' is as varied and changing as its practitioners. At LCC, we have set up projects within the department like INTERACT that have sought to collaborate with other institutions around the world in order to define interaction design teaching and practice as well as identify necessary skills and ways of thinking that will ensure the continuation of exciting and experimental practices.

Since its establishment at LCC, the field of interaction design has split into a variety of branches, each with their own specialist approaches and theories from user interface and user experience to service design to design 'futures.' MA Interaction Design Communication, situated amongst these fields has the opportunity to build new forms of radical practice in a changing global context. The established paradigms of

interaction design provide a base from which students and staff can explore theories and practices that can ricochet through mainstream design.

For instance, this year, students are engaged in a project called 'Other Machines' – here they are invited to research, critique and then construct 'machines' that are 'other.' Both of these terms are explored as broadly as possible but have already resulted in exciting and challenging new concepts. One student, attempting to explore alternative conceptualisations of the human-technology-nature relationship has created and is exploring 'atmosphere-centred design' as a knowing critique of human-centred design. Another is using slime moulds as a predicative system, another speculating on Chinese material culture in futurity and another exploring colonialism in Indian Elvis tribute acts through design ethnography.

Whether these projects are or could ever be considered canonical 'interaction design' or not is debatable but their practical and intellectual richness and ambition is built on a strong understanding of the relationship between humans, non-humans and materials that interaction design established and thrives in.

3. COURSE LINKS

Contact t.revell@lcc.arts.ac.uk. Examples of work, projects and a course blog are available online at: <http://int-des.com>.

4. REFERENCES

Interact (2014) Interactmob.net – Global Design Networks. <http://interactmob.net> (retrieved 9 April 2018).