

ID3824 Syllabus

Interaction Studio, Section IS, 4 Credit Hours

Fall 2026

Instructor Information

Instructor: Hunter Spence

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General Course Information

Description

In this studio course, students will explore various experience design methodologies and techniques for creating digital / physical interaction in public spaces. The prevalence and advancement of sensor-based technologies give us the ability to enhance our built environment by weaving together interactive digital content with our tangible, physical surroundings. Students will learn co-creation methods that harness the creative power of diverse teams to conceptualize and design purposeful interactive experiences that influence audience emotions towards inspired actions and measurable objectives.

Course Learning Outcomes

Upon completion of the course students are expected to demonstrate knowledge, skill and abilities in the following areas:

- Communicating key elements, features, and a general knowledge of interactive environments applied in the real world.
- Creatively shaping interaction ideas as part of an iterative, capability-driven concepting and design process.
- Presenting their teams' conceptual and design thinking in a professional and inspiring manner (visual, verbal, and in writing).
- Managing a project through to completion, encompassing: opportunity definition, concepting, design, production, and fabrication, while also mitigating risks via spikes and research techniques.

- Working as part of an interdisciplinary team of both physical and digital skillsets while taking initiative both independently and collaboratively.

Required Course Materials

There are no textbooks required for this course. Some financial expenses towards project materials are expected.

Grading Policy

Grading will be based on the Georgia Institute of Technology system. No plus or minuses will be applied to the final grade. The grade ranges are defined as follows: 90-100% = A (Good work), 80-89% = B (above average), 70-79% = C (meets course requirement), 60-69% = D (below standard), 0-59% = F (failure)

Evaluation Criteria:

- You will receive a good grade if you actively participate in the class sessions, be a productive teammate, are receptive to feedback, and clearly demonstrate a commitment to quality work.
- Observations of contributions to solo and group activities, craft and quality of material submissions, and clarity of verbal and graphic presentations will also contribute to grade assessment.
- Much of your individual grade for team assignment(s) and project(s) will be determined by feedback collected in **Team Reflection Surveys**.

General Responsibilities and Expectations:

- **Warmup Assignments (individual & partner):** There will be a small number of light individual and partner assignments given towards the beginning of the semester.
- **Team Projects:** Students will dedicate the remainder of the semester towards designing and producing 2 major team assignments which will contribute a significant percentage to your final grade.
- **Launchpad Showcase:** Your project team is expected to showcase your work to a wider audience at the SID Launchpad end-of-semester event.
- **Participation:** Attendance and participation are expected in class as well as demonstration of independence, initiative, and time management. Students are required to be in class for designated times with their work ready for weekly review.

Description of Graded Components

- **Initial Warmup Assignments (10%)**

- Interactive Environment Examples (5%)
- Interaction Molecule Concepts (5%)
- **Team Project 1 (20%)**
 - Concept (5%), Design Direction (5%), Final Design (5%), & Prototype (5%)
- **Team Project 2 (60%)**
 - Concept (15%), Design Direction (15%)
 - Final Design Package, Presentation, & Working Demo (15%)
 - Demo Video & Poster (15%)
- **Launchpad Participation & Studio Cleanup (10%)**
 - Helping to cleanup, setup, breakdown studio during final week

Course Policies

Attendance and/or Participation

Going to be absent? **Notify me at least 24 hrs prior to class** and have an excused absence per institute's attendance policy. If working on a team project, ensure that you have communicated clearly and appropriately to your team.

Academic Integrity

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards. Review [Georgia Tech's Honor Code](#) and the student [Code of Conduct](#).

Any student suspected of cheating or plagiarism on a quiz, exam, or assignment will be reported to the Office of Student Integrity, who will investigate the incident and identify the appropriate penalty for violations.

Core IMPACTS

[Core IMPACTS](#) is the University System of Georgia's General Education curriculum. If you are teaching a course that counts towards Core IMPACTS, you should include a syllabus statement about the Core area and associated [career competencies](#). [This resource](#) developed by the Center for Excellence in Teaching and Learning and Online Education at Georgia State University includes template syllabus statements for each of the Core IMPACTS areas that you may adapt for your course.

Accommodations for Students with Disabilities

If you are a student with learning needs that require special accommodation, [contact the Office of Disability Services](#) (404-894-2563) as soon as possible to make an appointment

to discuss your special needs and to obtain an accommodations letter. Please also e-mail me as soon as possible in order to set up a time to discuss your learning needs.

Student-Faculty Expectations Agreement

At Georgia Tech, we believe that it is important to strive for an atmosphere of mutual respect, acknowledgement, and responsibility between faculty members and the student body. [The Student-Faculty Expectations](#) articulate some basic expectations that you can have of me and that I have of you. In the end, simple respect for knowledge, hard work, and cordial interactions will help build the environment we seek. Therefore, I encourage you to remain committed to the ideals of Georgia Tech while in this class.

Undergraduate Student Academic Success Resources:

- Academic Support: Academic Success and Advising (a unit in the Office of Undergraduate Education & Student Success) provides free support for your courses. Students can attend scheduled supplemental review (PLUS) sessions, stop by Drop-In Tutoring, or schedule a one-on-one appointment through Knack. To explore what options work best for you, please visit us online at success.gatech.edu/tutoring, email us at tutoring@gatech.edu, or come see us at Clough Undergraduate Learning Commons, Suite 283.

Graduate Student Academic and Professional Success Resources:

A list of resources for graduate students is given on the [Office of Graduate and Postdoctoral Education](#) website. Specific information for [current graduate students](#) includes

- [Academic Resources](#) such as the Communications Center, Language Institute, Library, Catalog, Registrar, resources for conducting research, Advocacy and Conflict Resolution resources, and how to manage unexpected situations that may impact your academic performance;
- [Student Resources](#) such as Campus Services, Child Care/Family programs, Health & Wellness, Career Services, and the Student Resource Guide; and
- [Professional Development](#) such as the programming from the Career Center and other professional development resources and events”

Student Well-Being:

At Georgia Tech, we are concerned about your overall physical, social, and mental well-being. A [comprehensive list](#) of wellness related resources has been compiled and

maintained by the Office of the Vice President for Student Engagement and Well-being
([student-resource-guide \(gatech.edu\)](https://student-resource-guide.gatech.edu))