UNSW Course Outline

DDES1150 Interaction 1: Principles and Practices - 2025

Published on the 02 Feb 2025

General Course Information

Course Code : DDES1150
Year : 2025
Term : Term 1
Teaching Period : T1
Is a multi-term course? : No
Faculty : Faculty of Arts, Design and Architecture
Academic Unit : School of Art & Design
Delivery Mode : In Person
Delivery Format : Standard
Delivery Location : Paddington
Campus : Paddington
Study Level : Undergraduate
Units of Credit : 6

Useful Links

Handbook Class Timetable

Course Details & Outcomes

Course Description

This course introduces students to the fundamental principles of Interaction Design, with a focus on creating cohesive user experiences through physical prototyping methods. Understanding a user's experience is the cornerstone of any interaction design project and in this course that

foundation is developed from an abstract level of designing for tangible interactions. Throughout this course, you will delve into the material, conceptual, and practical aspects of designing interactive experiences that utilise various physical and digital technologies, including key concepts that underpin the process-oriented nature of designing for a user experience. Examining both physical and digital interfaces to develop a comprehensive understanding of how to design effective and engaging tangible interfaces will require critical thinking, observation, creative problem-solving, and reflective design practices.

Course Aims

This is the first of three courses in the Interaction Design disciplinary specialisation within the Bachelor of Design, which introduces students to the foundations of interaction design and allows for the development of design and prototyping skills and knowledge.

Relationship to Other Courses

This course is the foundational course in the Interaction Design Stream and is also a prerequisite for DDES2150 and DDES2151.

Course Learning Outcomes

Course Learning Outcomes
CLO1 : Conduct evidence-based user experience research towards understanding key aspects of interaction design within physical and digital contexts
CLO2 : Apply theoretical knowledge and practical skills towards analysing and evaluating user experiences
CLO3 : Design physical prototypes and mock-ups that effectively explore interaction design concepts using a variety of making and creative approaches

Course Learning Outcomes	Assessment Item
CLO1 : Conduct evidence-based user experience research towards understanding key aspects of interaction design within physical and digital contexts	• User Experience Research
CLO2 : Apply theoretical knowledge and practical skills towards analysing and evaluating user experiences	• Interaction Design Project • User Experience Research
CLO3 : Design physical prototypes and mock-ups that effectively explore interaction design concepts using a variety of making and creative approaches	• Interaction Design Project

Learning and Teaching Technologies

Moodle - Learning Management System | Echo 360 | Blackboard Collaborate

Learning and Teaching in this course

Lectures are provided in-person in this course. If a recording is required (as per individual student needs) they may be offered after the live lecture through Moodle if recordings are available. Students with lecture related adjustments are requested to speak with the course convenors for access. Attendence in lectures is expected and late or absence will be observed towards at-risk of failing the course. All tutorials are in-person and feedback is provided in-class or through Moodle. Participation in weekly in-class activities, completion of any assigned weekly homework activitiies, engagement in coursework forums on Moodle, completion of assessments to expected standards, and peer-feedback during assessment weeks are considered as part of student evaluation in this course. In-class and written feedback for assessment tasks will be provided by tutors and accessible online.

Additional Course Information

An integral part of this course is engagement with in-class activities and homework observed as an on-going process diary to be shared in class. You must actively participate in classes and complete all set work to a satisfactory standard as discussed with your tutor. Students are expected to undertake all research for their projects outside studio hours, seeking guidance from teaching staff in class time, and dedicate sufficient amount of time per week outside of scheduled class activities, for reading, skill development and design development (research, analysis, sketching, making, prototyping). Satisfactory skills in physical prototyping methods are necessary for this course, additionally where needed digital prototyping in software may be required. Software skills are not taught in-class though learning resources are provided to students throughout as additional activities which students are expected to explore in their own time if needed.

Important note on the use of AI in this course

This course requires all forms of content (text, graphical, animated, video) to be designed and presented as original output. This includes creative planning, research, and implementing of design ideas. The use of AI generated material should be avoided as much as possible and may be permitted **only if ALL of the following prerequisites are met and justified in a design process journal**:

- Generated material has been used in the **early stages** of the design process to aid in your design development,
- Any use of AI **MUST** be cited as either a footnote, endnote, or mentioned in process journal and/or in submitted material (where, what, and how it was used, e.g. prompt(s) used and their outputs)
- A clear indication **MUST** be provided of how your use of AI has developed into evolving an original outcome, evidenced and documented as part of your process journal, and/or expanded in citations/footnotes

Please note, if the outputs of generative AI platforms form a part of your submission beyond initial ideation coming from your process journal and have not been properly documented or cited, it may be regarded as plagiarised which may involve serious academic misconduct and subject to standard penalties; such as 00FL, suspension, exclusion, or others that apply as per university policy.

Assessments

Assessment Structure

Assessment Item	Weight	Relevant Dates
User Experience Research Assessment Format: Individual	40%	Due Date: Week 5: 17 March - 23 March
Interaction Design Project Assessment Format: Individual	60%	Due Date: Week 11: 28 April - 04 May

Assessment Details

User Experience Research

Assessment Overview

This assessment invites you to conduct a critical study of a chosen real-world scenario and how a user's interactions result in a user experience. Identifying any key insights and observations through evidenced user research is required. Feedback will be provided on a regular basis in studio through discussion with peers and tutors. Summative assessment and feedback will be provided digitally based on the rubric.

Course Learning Outcomes

- CLO1 : Conduct evidence-based user experience research towards understanding key aspects of interaction design within physical and digital contexts
- CLO2 : Apply theoretical knowledge and practical skills towards analysing and evaluating user experiences

Detailed Assessment Description

Before attempting this task please ensure you have read and understood the core design brief provided on Moodle. You are required to conduct preliminary user research and establish a roadmap towards the design and development of your proposed design solution which will be done in Assessment 2. **Therefore, this task makes up the research component of Assessment 2 and is necessary to proceed.**

For this task you will need to conduct evidenced user research into a given scenario exploring tangible interactions understand how your designs may enhance user experiences. This evidence should be in the form of:

1. User Journey Mapping
2. Empathy Mapping
3. Heruistic Analysis of a User Interface
4. Defining the problem space (the problem you are designing a solution for)

Further details on how to complete this task will be provided on Moodle in the extended assessment brief.

Submission notes

Pre-recorded video presentation and slides submitted online. You are required to keep a design process diary appended as a compiled PDF.

Assessment information

Peer feedback is conducted in this course and part of this assessment. Students are expected to participate, tutor(s) will guide students on how to complete the peer feedback requirement.

Assignment submission Turnitin type

This is not a Turnitin assignment

Generative AI Permission Level

Simple Editing Assistance

In completing this assessment, you are permitted to use standard editing and referencing functions in the software you use to complete your assessment. These functions are described below. You must not use any functions that generate or paraphrase passages of text or other media, whether based on your own work or not.
If your Convenor has concerns that your submission contains passages of AI-generated text or

media, you may be asked to account for your work. If you are unable to satisfactorily demonstrate your understanding of your submission you may be referred to UNSW Conduct & Integrity Office for investigation for academic misconduct and possible penalties.
For more information on Generative AI and permitted use please see here.

This is a research oriented task and the need for AI assistance should be limited to language related activities. These include spellchecking, low-level grammar editting, referencing support, and translation. Any use of AI should be identified in a footnote in each slide/page AI was used (e.g. AI was used in this slide for [list of sections, activities]). There should be no need for using AI in your design process diary at this stage.

Interaction Design Project

Assessment Overview

This assessment requires you to design an interactive solution that addresses key findings from prior user experience research. Evidence of the process-oriented nature of interaction design through testing, analysis, and iteration is required. Feedback will be provided on a regular basis in studio through discussion with peers and tutors. Summative assessment and feedback will be provided digitally based on the rubric.

Course Learning Outcomes

- CLO2 : Apply theoretical knowledge and practical skills towards analysing and evaluating user experiences
- CLO3 : Design physical prototypes and mock-ups that effectively explore interaction design concepts using a variety of making and creative approaches

Detailed Assessment Description

This task continues from where assessment 1 ended and is the second step in your project for this course to address the extended design brief. The first assessment involved initial user research and defining the problem space that will be used for your design decisions in this task. This task requires you to design and develop a solution based on your user research findings. **Prototyping and evaluation of your proposed UI/UX design solution is necessary.** For this task you will need to provide evidence of:

1. Ideating on your design problem
2. Low-fidelity Prototyping of your design solution
3. Evaluating your prototype with real users
4. Analysing user provided feedback
5. Iterating on your design and improving it based on user feedback

6. Designing a final medium to high-fidelity interactive prototype of your UI/UX design solution

Further details on how to complete this task will be provided on Moodle in the extended assessment brief.

Submission notes

Pre-recorded video presentation and slides submitted online. You are required to keep a design process diary appended as a compiled PDF.

Assessment information

Peer feedback is conducted in this course and part of this assessment. Students are expected to participate, tutor(s) will guide students on how to complete the peer feedback requirement.

Assignment submission Turnitin type

This is not a Turnitin assignment

Generative AI Permission Level

Planning/Design Assistance

You are permitted to use generative AI tools, software or services to generate initial ideas, structures, or outlines. However, you must develop or edit those ideas to such a significant extent that what is submitted is your own work, i.e., what is generated by the tool, software or service should not be a part of your final submission. You should keep copies of your iterations to show your Course Authority if there is any uncertainty about the originality of your work.
If your Convenor has concerns that your answer contains passages of AI-generated text or media that have not been sufficiently modified you may be asked to explain your work, but we recognise that you are permitted to use AI generated text and media as a starting point and some traces may remain. If you are unable to satisfactorily demonstrate your understanding of your submission you may be referred to UNSW Conduct & Integrity Office for investigation for academic misconduct and possible penalties.
For more information on Generative AI and permitted use please see here.

This course requires all forms of content (text, graphical, animated, video) to be designed and presented as original output. This includes creative planning, research, and implementing of design ideas. The use of AI generated material should be avoided as much as possible and may be permitted **only if ALL of the following prerequisites are met and justified in a design process journal**:

- Generated material has been used in the **early stages** of the design process to aid in your

design development,

- Any use of AI **MUST** be cited as either a footnote, endnote, or mentioned in process journal and/or in submitted material (where, what, and how it was used, e.g. prompt(s) used and their outputs)
- A clear indication **MUST** be provided of how your use of AI has developed into evolving an original outcome, evidenced and documented as part of your process journal, and/or expanded in citations/footnotes

General Assessment Information

Reference responsibly and avoid plagiarism

All work created in response to the assessment brief should be your own original work, created for this course, and cannot be recycled from elsewhere including your own prior work. Any images or writing included in the assessable document that have been previously published by you (as a submitted assessment or otherwise), or are not your own (for example, precedents, theories, quotes etc.) should be correctly cited using an appropriate referencing style such as Harvard, Oxford, or APA.

Plagiarism is taking the ideas, words, images, designs or objects of others and passing them off as your own. Plagiarism is a type of intellectual theft. Plagiarism can take many forms, including deliberately cheating, accidentally copying from a source without acknowledgement, and re-using your own work that has already been submitted for assessment without proper citation. Plagiarism can have serious consequences, so it is important that students be aware of what it is, and how to avoid it. All written submissions are automatically checked for plagiarism using the Turnitin site. For more information please see student.unsw.edu.au/plagiarism/integrity.

The use of AI if not properly cited and documented (i.e. how it has helped support your design process) may also be considered plagiarism.

Grading Basis

Standard

Course Schedule

Teaching Week/Module	Activity Type	Content
Week 1 : 17 February - 23 February	Lecture	Introduction to Interaction Design
	Tutorial	In-class activitites on understanding Interaction Design fundamentals
Week 2 : 24 February - 2 March	Lecture	Introduction to User Experiences
	Tutorial	In-class activitites on observing users and practicing User Experience Design
Week 3 : 3 March - 9 March	Lecture	Understanding User Experiences Continued
	Tutorial	Continuing in-class activitites on observing users and evaluating user research
Week 4 : 10 March - 16 March	Lecture	Interacting with Objects and Things
	Tutorial	Practical understandings of interactions. Formative feedback for Assessment 1 Milestone 1 Check.
	Homework	Completion of assigned weekly worksheet task
Week 5 : 17 March - 23 March	Lecture	Material Interaction Design
	Tutorial	In-class activitites on ideation methods and creative exploration
	Assessment	Assessment 1 Due
Week 6 : 24 March - 30 March	Other	Study Week
Week 7 : 31 March - 6 April	Lecture	Enchanted Objects
	Tutorial	In-class activitites for prototyping UI/UX designs.
Week 8 : 7 April - 13 April	Lecture	User Experience Analysis
	Tutorial	In-class activities on practice-based testing of prototypes and analysis. Milestone 2 Check.
Week 9 : 14 April - 20 April	Lecture	Iterative Development in Interaction Design
	Tutorial	In-class activities on practice-based testing of prototypes and analysis. Formative feedback for Assessment 2.
Week 10 : 21 April - 27 April	Lecture	Inclusive User Experiences
	Tutorial	Formative feedback for Assessment 2
Week 11 : 28 April - 4 May	Assessment	Assessment 2 Due.

Attendance Requirements

Attendance Requirements

Students are expected to attend all classes for each course in which they are enrolled. Failure to attend and participate in at least 80% of learning activities such as discussions, peer feedback, studio sessions, online activities, group work, etc., may result in you being flagged as at risk of failing the course. By punctually attending and actively participating in your classes you not only increase your own opportunities for developing your skills and knowledge, but will also help build a rigorous and engaged creative community with other students. If you are unable to attend classes, please inform your relevant Course Convenor. If the absence is for medical reasons, you will be required to present a medical certificate. If absences impact your ability to undertake assessment, then you should apply for Special Consideration.

General Schedule Information

- Final submissions for this course are expected in Week 11.
- There is no class in Week 11 but online peer-feedback is still expected and part of grading criteria.
- There are 2 milestones in this course as progress checks (Week 4 and Week 8), failure to attend or unsatisfactory progress may mean you are at-risk of failing this course.

Course Resources

Prescribed Resources

Prototyping Skills

This course involves physical prototyping and depending on student outputs may also invove digital prototyping in software. For physical prototyping material will not be provided to students and a list is given below of materials students should have with them in prototyping weeks. Students are welcome to explore other methods of prototyping such as using the Makerspace or Hackspace to support their work.

For software prototyping for those students who intend to explore that, you will need to have access to creative software such as Adobe XD and/or Figma. **Prototyping software is not taught in class nor is making a digital prototype an expected outcome of this course. Software learning is provided as additional homework activity through worksheets on Moodle. Any student who wishes to explore software prototyping will have to do so in their own time.**

It is recommended but not necessary to have knowledge of design software such as Adobe Photoshop and/or Adobe Illustrator. It is recommended that students have completed DDES1140 Graphics 1 to make the best use of this course.

Reading List

1. **Core textbook:** Interaction Design, by Rogers, Preece and Sharp.
2. **Core textbook:** TouchIT: Understanding design in a physical-digital world, by Dix, Gill and Hare.
3. **Textbook:** Designing Interactions, by Moggridge.
4. **Textbook:** The materiality of interaction, by Wiberg.

Prototyping Material (required later)

For completing the physical prototyping activities in later weeks, please ensure you come

prepared with at minimum the following material list in class:

1. A4 size paper (multiple)
2. A4 size cardboard or stiffer material
3. Scissors
4. Glue
5. Tape (paper/clear)
6. Post-it notes (various sizes/colours)
7. Markers, pencil, and pen

Recommended Resources

Additional Reading

1. Designing the User Interface, by Shneiderman and Plaisant.
2. Usability testing essentials, by Burnum
3. The Design of Everyday Things, by Don Norman.
4. Designing Interfaces, by Tidwell, Jenifer.

Additional readings will be provided in-class with links to either library, public resources, or directly through Moodle.

Course Evaluation and Development

This course is improved each term by student feedback coming from internal mid-term surveys and end of term official myExperience surveys. A full list of changes implemented through student feedback is provided on Moodle. Student feedback has been used to effectively improve the assessment, expectations of deliverables, timing/pacing of weekly activities, and relevance of content according to student expectations and industry standards.

Staff Details

Position	Name	Email	Location	Phone	Availability	Equitable Learning Services Contact	Primary Contact
Convenor	Haider Akmal		G109, Art & Design			Yes	Yes

Other Useful Information

Academic Information

To help you successfully navigate your academic journey, UNSW and the Faculty of Arts, Design & Architecture have a range of information and resources available.

Support

- Academic Skills
- English Language Success
- Student Support Advisors
- The Nucleus: Student Hub
- More services at UNSW

'How To'

- Use Moodle and Turnitin;
- Access Special Consideration in the event of illness of misadventure;
- Register with Equitable Learning Services (for eligible students)
- Access your Grades and Results

Key Dates, Policies and Procedures

- UNSW's Key Dates
- UNSW's Policies and Procedures

Academic Honesty and Plagarism

All students at UNSW are expected to uphold the UNSW Code of Conduct and Values and always maintain academic integrity.

UNSW takes breaches of academic integrity seriously. Breaches of academic integrity can include, but are not limited to:

- Plagiarism
- Contract cheating
- Collusion
- Inappropriate citation
- Inappropriate use of AI. Refer to your course outline for the permitted use of generative AI in each assessment.

UNSW provides further information on these terms here, and resources as below:

- Academic Integrity and Plagiarism
- Academic Integrity and AI
- Assistance with Referencing
- Online Academic Integrity Module

Submission of Assessment Tasks

Your assessment tasks must be submitted electronically via either Turnitin or Moodle unless otherwise stipulated by your course convenor.

UNSW has a standard late submission penalty of:

- 5% per calendar day,
- for all assessments where a penalty applies,
- capped at five calendar days (120 hours) from the assessment deadline, after which a student cannot submit an assessment, and
- no permitted variation.

Students are expected to manage their time to meet deadlines and to request Special Consideration as early as possible before the deadline.

It is advisable to familiarise yourself with the requirements for Special Consideration, including UNSW's "fit to sit" rule, at the beginning of term.

If you'd like additional support with managing your academic workload, the following resources may be helpful:

- Academic Skills
- Equitable Learning Services (for eligible students)
- Student Support Advisors
- Time Management

School-specific Information

Risk of Failure Warnings

If you are at risk of failing the course, because of lack of attendance, low marks in assignments, failing to submit assignments, or lack of participation or engagement, you may be notified by email. Please ensure you read your university email, and respond to any official risk of failure warning promptly. NOTE – if the warning email is sent to your UNSW e-Mail address, it is considered as being read by you whether you check your UNSW email or not.

Late Submission Penalties

If you believe that circumstances will prevent you from submitting an assessment on time, please notify your course convenor as soon as possible. There will be penalties applied for being late and a clear ‘no later than’ date beyond which submission won’t be accepted. Where a Special Consideration is not applied for, and a student assessment is late, the following guidelines apply:

1. Up to 5 days after due date, a penalty of 5% (of maximum mark for assignment) will be applied for each day late (e.g. an assignment that is 3 days late would have its mark reduced by 15%). Please note - for the purpose of deduction calculation, a 'day' is each 24-hour period (or part thereof) past the stipulated deadline for submission within the calendar year (including weekends and public holidays). Task with a percentage mark - If the task is marked out of 100%, late submission will attract a deduction of 5% from the mark awarded to the student for every 24-hour period (or part thereof) past the stipulated deadline.

Example: A student submits an essay 48 hours and 10 minutes after the stipulated deadline. The essay is marked out of 100%. A 3 day late penalty will be applied (3 x 5% = 15%). The essay receives a mark of 68%. The student's mark will therefore be reduced to 53% (68% - 15%).

2. Beyond 5 days late, no submission will be accepted.

Special Consideration

Please note that the University’s Special Consideration process allows students to apply for an extension within 3 days of the assessment due date. This provides for more extensive extensions, subject to documentation, and Course Convenor approval. You can apply for special consideration online through my.UNSW.edu.au. More information about special consideration can be found here: https://www.student.unsw.edu.au/special-consideration

NOTE: If you are experiencing issues related to your access to class material or difficulty with technology, make sure you notify your lecturer as soon as possible, well before any assessment due date. Last minute requests for extensions due to computer failure, file corruption, printing problems etc. do not qualify students for special consideration or extensions. Students are expected to maintain regular backups of their work at all times.

Educational adjustments

Educational adjustments can be applied to assessments if you are living with a disability, a long

term medical condition, a mental health condition, and/or are a carer of individuals with a disability. The Equitable Learning Service (ELS) determines adjustments based on medical documentation and communicates these via an Equitable Learning Plan (ELP). To receive educational adjustments for equitable learning support, you must first register with Equitable Learning Services (ELS). More information about Equitable Learning Services can be found here https://student.unsw.edu.au/els

Supplementary Assessment

Supplementary assessments are available to students in this course who have failed an assessment but have subsequently had an application for Special Consideration approved by the university. The supplementary assessment may take a different form than the original assessment and will be defined by the course convenor - but it will address the same learning outcomes as the original assessment. If Special Consideration has not been awarded, the maximum mark that may be awarded for a supplementary assessment is 50% of the full assessment mark.

Academic Honesty and Plagiarism

Plagiarism is taking the ideas, words, images, designs or objects of others and passing them off as your own. Plagiarism is a type of intellectual theft. Plagiarism can take many forms, from deliberate cheating to accidentally copying from a source without acknowledgement. Plagiarism can have serious consequences, so it is important that students be aware of what it is, and how to avoid it. All written submissions are automatically checked for plagiarism using the Turnitin site. For further information, please see the Academic Integrity & Plagiarism website https://www.student.unsw.edu.au/plagiarism.

Referencing Requirements for Assessments

Your course convenor will inform you what referencing system this course follows. Useful guidelines on how to reference according to various systems can be found at: https://student.unsw.edu.au/referencing.

You may follow these guidelines in your assessment tasks, or seek additional advice from your lecturer. Styles for Endnote are downloadable from the Endnote website. Accurate and correct referencing is an important academic prerequisite at University level, and if your work does not meet these requirements, it may be marked down, or in more serious cases, it may be treated as an instance of plagiarism and academic dishonesty.

Use of Generative AI

As AI applications continue to develop, and technology rapidly progresses around us, we remain committed to our values around academic integrity at UNSW. Your work must be your *own* and where the use of AI tools, such as ChatGPT, have been permitted by your course convener, they must be properly credited and your submissions must be substantially your own work. In cases where the use of AI has been prohibited, please respect this and be aware that where unauthorised use is detected, penalties will apply. If in doubt, please seek advice from the Course Convenor prior to using generative AI tools.

https://www.student.unsw.edu.au/assessment/ai

Health and Safety

Ensuring student and staff health and safety is very important at UNSW Art & Design. Health and safety is everyone's responsibility. As a student, you have a responsibility not to do anything that risks your own health and safety, or the health or safety of your fellow students, staff members or visitors. This means, for example, exiting the building during a fire drill; wearing personal protective equipment and clothing (PPEC) when staff or signage instructs you to do so; undertaking induction to using equipment or carrying out processes that require specific knowledge; and reporting hazards or incidents to your lecturer or supervisor as soon as you become aware of them. For more information, please see https://safety.unsw.edu.au/.

Additional Support and Resources

At UNSW you can also find support and resources if you need help with your personal life, getting your academic success on track or just want to know how to stay safe. See https://www.student.unsw.edu.au/wellbeing.

Additional support for students is available by contacting the following centres:

- Student Support and Development https://www.student.unsw.edu.au/support
- Student Support Advisors: https://www.student.unsw.edu.au/advisors
- Mental Health Support: https://www.student.unsw.edu.au/mental-health-support
- Academic Skills and Support https://www.student.unsw.edu.au/skills
- UNSW IT Service Centre https://www.myit.unsw.edu.au/
- Student Gateway: https://www.student.unsw.edu.au/
- Equitable Learning Services: https://www.student.unsw.edu.au/equitable-learning
- Faculty Resources and Support: https://www.unsw.edu.au/arts-design-architecture/student-life/resources-support

- Arc: https://www.arc.unsw.edu.au/

After Hours Access to the Paddington Campus

The core operating hours for the Paddington Campus are below. All students have access to the campus during these hours:

- Monday to Friday 0800 – 2100
- Saturday 0900 – 1700

Some students are permitted to have “After Hours Access” (AHA) to the campus upon completion of a series of inductions. The inductions are dependent on location, as well as the types of activities undertaken in those locations. The first of these is this Primary Induction, and this must be completed online https://my.artdesign.unsw.edu.au. All students requiring AHA are required to complete this induction. The Primary Induction gives access to the following Low Risk areas:

Post Graduate Students

- PG Research students – Level 4 F Block, Computer Labs and Learning Commons
- Master of Design students – Level 3 D Block, Computer Labs and Learning Commons
- Master of Curating and Cultural Leadership students – D207, Computer Labs and Learning Commons

Honours Students

- Fine Arts – Level 3 F Block, Computer Labs and Learning Commons
- Design – Level 1 E Block, Computer Labs and Learning Commons
- Media Arts – Level 3 F Block, Computer Labs and Learning Commons

Subsequent inductions are workshop and lab specific, and are conducted face-to-face by the UNSW Art & Design Technical staff. Students and staff must first successfully complete the Primary Induction before requesting a Workshop/Lab specific Induction.

School Contact Information

UNSW School of Art & Design

Faculty of Arts, Design & Architecture

Paddington Campus

Cnr Greens Rd & Oxford Street

Paddington NSW 2021

ad.generaladmin@unsw.edu.au