

MODULE DESCRIPTION - ACADEMIC YEAR 2025-2026

Field	Design and Fine Arts	
Program	Master Design	
Major	Digital Experience Design	
Module title	Interface Design II - Future Paradigms	
Code	1MaDeDXD21	DXD303852FE25
Course Type	Master	
Semester	Semester 2	
ECTS Credits	8	
Prerequisites	None	
Languages	English	
Place	ECAL	

<b>Skills targeted General learning objectives</b>	<p>This module aims to consolidate and expand students' mastery of interface design by engaging them in forward-looking projects. It enables students to critically analyze historical and emerging interface paradigms, integrating this knowledge into the creation of multi-modal, and user-centric digital systems.</p> <p>Targeted skills include trend analysis, visual literacy, conceptual foresight, integration of evolving technologies such as AI, and the ability to create micro-interactions that enhance usability. Emphasis is placed on the development of design intuition and ethical awareness in response to technological, societal, and cultural shifts.</p>
<b>Teaching content and form</b>	<p>The module is structured around three complementary courses and one project:</p> <p><b>a) Reference Scouting &amp; Trend Watching:</b> Exploration of cultural and technological signals shaping interface design. Students learn to observe trends, decode patterns, and develop a critical approach to emerging digital practices.</p> <p><b>b) Evolutions of AI:</b> A historical and theoretical overview of artificial intelligence and its influence on interface design, covering key milestones, conceptual shifts, and ethical questions.</p> <p><b>c) Micro UI:</b> Study and application of micro-animations and affordances that enhance usability and feedback. Particular attention is given to the balance between aesthetics and function and meaningful interaction.</p> <p><b>d) Beyond Clicks:</b> These courses culminate in a design project, encouraging students to experiment multi-modal, or immersive interface formats beyond traditional screen-based paradigms.</p>
<b>Forms of assessment and validation</b>	<p>At the end of the semester, the works produced in <b>unit d)</b> are evaluated by a jury made up of the professors from the MA Digital Experience Design.</p> <p>The <b>units a), b)</b> and <b>c)</b> are not subject to grading. They remain mandatory, however, and active participation by students is expected.</p> <p>The assessment may take students' regular attendance at classes and lectures into account.</p> <p>The student must achieve a minimum grade of 4 to obtain credits.</p>
<b>Remedial teaching</b>	<p>Remediation is possible by working to make good observed shortfalls.</p> <p>Module repeated in the academic year following a fail mark, according to procedures to be agreed with the director of the module.</p> <p>No remediation possible after repeating the module.</p>
<b>Professors</b>	Thomas Byttebier, Delphine Ribes, Romain Collaud, Alain Bellet, Gaël Hugo

<b>Responsible module</b>	Lara Défayes
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Description validated on	5 September 2025	By	Lara Défayes
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The French text is authentic