

MODULE DESCRIPTION - ACADEMIC YEAR 2026-2027

Field	Design and Fine Arts	
Program	Master Design	
Major	Digital Experience Design	
Module title	Interface Design II - Future Paradigms	
Code	1MaDeDXD21	DXD303852FE26
Course Type	Master	
Semester	Semester 2	
ECTS Credits	8	
Prerequisites	None	
Languages	English	
Place	ECAL	

Skills targeted General learning objectives	<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>
Teaching content and form	<p>The module is structured around three complementary courses and one project:</p> <p>a) Reference Scouting & Trend Watching: 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) Evolutions of AI: A historical and theoretical overview of artificial intelligence and its influence on interface design, covering key milestones, conceptual shifts, and ethical questions.</p> <p>c) Micro UI: 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>d) Beyond Clicks: These courses culminate in a design project, encouraging students to experiment multi-modal, or immersive interface formats beyond traditional screen-based paradigms.</p>
Forms of assessment and validation	<p>At the end of the semester, the works produced in unit d) are evaluated by a jury made up of the professors from the MA Digital Experience Design.</p> <p>The unit c) is also subject to grading unlike units a) and b). Those two courses 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>
Remedial teaching	<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>
Professors	Thomas Byttebier, Delphine Ribes, Romain Collaud, Alain Bellet, Gaël Hugo

Responsible module	Lara Défayes
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Description validated on	23 September 2026	By	Lara Défayes
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The French text is authentic