



UNSW Course Outline

DDES1150 Interaction 1: Principles and Practices - 2024

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General Course Information

Course Code : DDES1150

Year : 2024

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 the field of Interaction Design which focuses on the creation of cohesive user experiences, typically but not exclusively associated with digital systems, for products, websites, environments, and services. This is a foundation level course which will provide you

with an introduction to the design of screen-based content in web and mobile contexts and covers the basics for working as an interaction design professional in industry. Throughout the course, you will be presented with key concepts that underpin the process-oriented design of graphical user interfaces (GUI) through an exploration of major trends and methods that are transforming the industry. This course will require you to be creative, reflective, and critical towards the design of user experiences and demonstrate skills necessary for designing your own GUI's.

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
CL01 : Describe and apply key concepts of interaction design in web, mobile, and desktop contexts towards conducting user research
CL02 : Apply theoretical knowledge and practical skills towards developing wireframes and prototypes
CL03 : Design interactive prototypes and mock-ups using appropriate software and methods

Course Learning Outcomes	Assessment Item
CL01 : Describe and apply key concepts of interaction design in web, mobile, and desktop contexts towards conducting user research	• Graphical user interface analysis
CL02 : Apply theoretical knowledge and practical skills towards developing wireframes and prototypes	• Design, prototype, and testing • Graphical user interface analysis
CL03 : Design interactive prototypes and mock-ups using appropriate software and methods	• Design, prototype, and testing

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 with recordings delivered after the live lecture through Echo360/Blackboard Collaborate, attendance in lectures is expected. All tutorials are in-person and feedback is provided in-class as well as through coursework forums on Moodle. Participation in weekly in-class activities, completion of weekly assigned homework activities, 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, prototyping). Satisfactory skills in prototyping software such as Adobe XD and/or Figma are required for this course. While software is not taught in-class, learning resources are provided to students throughout.

Important note on the use of AI in this course

This course requires both text and visual content to be designed and presented as original output. This involves creative planning and implementing 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:**

- 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 a footnote in submitted material (where, what, and how, i.e. prompt(s) used)
- A clear indication **MUST** be provided of how your use of AI has developed into an original outcome evidenced and documented as part of your process diary and/or expanded in citation/footnotes

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

Assessments

Assessment Structure

Assessment Item	Weight	Relevant Dates
Graphical user interface analysis Assessment Format: Individual	40%	Start Date: Not Applicable Due Date: Week 5: 11 March - 17 March
Design, prototype, and testing Assessment Format: Individual	60%	Start Date: Not Applicable Due Date: Week 11: 22 April - 28 April

Assessment Details

Graphical user interface analysis

Assessment Overview

This assessment requires you to conduct a critical study of graphical user interface designs and how a user's interaction with them results 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 tutorial/studio through discussion with peers and tutors. Summative assessment and feedback will be provided digitally based on the rubric.

Course Learning Outcomes

- CL01 : Describe and apply key concepts of interaction design in web, mobile, and desktop contexts towards conducting user research
- CL02 : Apply theoretical knowledge and practical skills towards developing wireframes and prototypes

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 are required to provide evidenced user research through analysing the user

experience of mobile and web interfaces. This evidence should be in the form of:

1. User Journey Mapping
2. Empathy Mapping
3. Heuristic 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 presentation submitted online. You are required to keep a design process diary appended as a compiled PDF.

Assignment submission Turnitin type

This is not a Turnitin assignment

Design, prototype, and testing

Assessment Overview

This assessment requires you to design screen-based user interfaces that address key findings from prior user research resulting in a relevant designed solution. 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 tutorial/studio through discussion with peers and tutors. Summative assessment and feedback will be provided digitally based on the rubric.

Course Learning Outcomes

- CL02 : Apply theoretical knowledge and practical skills towards developing wireframes and prototypes
- CL03 : Design interactive prototypes and mock-ups using appropriate software and methods

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/Medium 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 high-fidelity interactive prototype of your UI/UX design solution made in prototyping software

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

Submission notes

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

Assignment submission Turnitin type

This is not a Turnitin assignment

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 : 12 February - 18 February	Lecture	Introduction to Interaction Design
	Tutorial	In-class activities on understanding Interaction Design Principles
	Homework	Completion of assigned weekly worksheet task
Week 2 : 19 February - 25 February	Lecture	Understanding the User: Observation Methods & User Research
	Tutorial	In-class activities on observing users and beginning user research
	Homework	Completion of assigned weekly worksheet task
Week 3 : 26 February - 3 March	Lecture	Understanding the User: Evaluation Methods & Critical Perspectives
	Tutorial	Continuing in-class activities on observing users and evaluating user research
	Homework	Completion of assigned weekly worksheet task
Week 4 : 4 March - 10 March	Lecture	User Interface Design: Principles & Practices
	Tutorial	Formative feedback for Assessment 1
	Homework	Completion of assigned weekly worksheet task
Week 5 : 11 March - 17 March	Lecture	Design & Development: Ideation Methods
	Tutorial	In-class activities on ideation methods and wireframing
	Homework	Completion of assigned weekly worksheet task
	Assessment	Assessment 1: Graphical User Interface Analysis due Online peer feedback is expected
Week 6 : 18 March - 24 March	Other	Study Week
	Homework	Completion of assigned weekly worksheet task
Week 7 : 25 March - 31 March	Lecture	Design & Development: Prototyping Methods
	Tutorial	In-class activities for prototyping UI/UX designs
	Homework	Completion of assigned weekly worksheet task
Week 8 : 1 April - 7 April	Lecture	Design & Development: Testing & Evaluation
	Tutorial	In-class activities for testing and evaluating designed prototypes
	Homework	Completion of assigned weekly worksheet task
Week 9 : 8 April - 14 April	Lecture	Design & Development: Iterative Workflows
	Tutorial	Formative feedback for Assessment 2
	Homework	Completion of assigned weekly worksheet task
Week 10 : 15 April - 21 April	Lecture	Interaction Design Industry Practices
	Tutorial	Formative feedback for Assessment 2
Week 11 : 22 April - 28 April	Assessment	Assessment 2: Design, prototype, and testing Online peer feedback is expected

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.
- Peer feedback is conducted in this course and students are expected to participate, tutor(s) will guide students as to how complete peer feedback.
- There is no class in Week 11 but online peer-feedback is still expected.

Course Resources

Prescribed Resources

Software Prototyping

This course involves digital and physical prototyping components. You will need to have access to creative software such as Adobe XD and/or Figma to complete the digital prototyping component of this course. It is recommended but not necessary to also have knowledge of design software such as Adobe Photoshop and/or Adobe Illustrator. **Prototyping software is not taught in class and all students are expected to engage with the software component of provided worksheets as homework in their own time for learning the required software.** Additional software learning resources are also provided through Moodle. An interactive prototype is a requirement towards the end of this course and can only be achieved using prototyping software.

Reading List

1. **Core textbook:** Interaction Design, by Rogers, Preece and Sharp.
2. **Textbook:** Designing Interactions, by Moggridge.
3. **Textbook:** Designing Interfaces, by Tidwell, Jenifer.

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. Sketching User Experiences: Getting the Design Right and the Right Design, by Buxton.
3. The Design of Everyday Things, by Don Norman.

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

Due to evolving advice by NSW Health, students must check for updated information regarding

online learning for all Arts, Design and Architecture courses this term (via Moodle or course information provided).

Please see: <https://www.unsw.edu.au/arts-design-architecture/student-life/resources-support/protocols-guidelines> for essential student information relating to:

- UNSW and Faculty policies and procedures;
- Student Support Services;
- Dean's List;
- review of results;
- credit transfer;
- cross-institutional study and exchange;
- examination information;
- enrolment information;
- Special Consideration in the event of illness or misadventure;
- student equity and disability;

And other essential academic information.

Academic Honesty and Plagiarism

Plagiarism is using the words or ideas of others and presenting them as your own. It can take many forms, from deliberate cheating to accidentally copying from a source without acknowledgement.

UNSW groups plagiarism into the following categories:

- **Copying:** Using the same or very similar words to the original text or idea without acknowledging the source or using quotation marks. This includes copying materials, ideas or concepts from a book, article, report or other written document, presentation, composition, artwork, design, drawing, circuitry, computer program or software, website, internet, other electronic resource, or another person's assignment without appropriate acknowledgement.
- **Inappropriate paraphrasing:** Changing a few words and phrases while mostly retaining the original information, structure and/or progression of ideas of the original without acknowledgement. This also applies in presentations where someone paraphrases another's ideas or words without credit and to piecing together quotes and paraphrases into a new whole, without appropriate referencing.
- **Collusion:** Working with others but passing off the work as a person's individual work. Collusion also includes providing your work to another student for the purpose of them plagiarising, paying another person to perform an academic task, stealing or acquiring another person's academic work and copying it, offering to complete another person's work or seeking payment for completing academic work.
- **Inappropriate citation:** Citing sources which have not been read, without acknowledging the

"secondary" source from which knowledge of them has been obtained.

- Duplication ("self-plagiarism"): Submitting your own work, in whole or in part, where it has previously been prepared or submitted for another assessment or course at UNSW or another university.

The UNSW Academic Skills support offers resources and individual consultations. Students are also reminded that careful time management is an important part of study. One of the identified causes of plagiarism is poor time management. Students should allow sufficient time for research, drafting and proper referencing of sources in preparing all assessment items. UNSW Library has the ELISE tool available to assist you with your study at UNSW. ELISE is designed to introduce new students to studying at UNSW, but it can also be a great refresher during your study.

Completing the ELISE tutorial and quiz will enable you to:

- analyse topics, plan responses and organise research for academic writing and other assessment tasks
- effectively and efficiently find appropriate information sources and evaluate relevance to your needs
- use and manage information effectively to accomplish a specific purpose
- better manage your time
- understand your rights and responsibilities as a student at UNSW
- be aware of plagiarism, copyright, UNSW Student Code of Conduct and Acceptable Use of UNSW ICT Resources Policy
- be aware of the standards of behaviour expected of everyone in the UNSW community
- locate services and information about UNSW and UNSW Library

Use of AI for assessments

As AI applications continue to develop, and technology rapidly progresses around us, we remain committed to our values around academic integrity at UNSW. Where the use of AI tools, such as ChatGPT, has 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.

[Use of AI for assessments | UNSW Current Students](#)

Submission of Assessment Tasks

Turnitin Submission

If you encounter a problem when attempting to submit your assignment through Turnitin, please telephone External Support on 9385 3331 or email them on externalteltsupport@unsw.edu.au

Support hours are 8:00am – 10:00pm on weekdays and 9:00am – 5:00pm on weekends (365 days a year). If you are unable to submit your assignment due to a fault with Turnitin, you may apply for an extension, but you must retain your ticket number from External Support (along with any other relevant documents) to include as evidence to support your extension application. If you email External Support, you will automatically receive a ticket number, but if you telephone, you will need to specifically ask for one. Turnitin also provides updates on their system status on Twitter.

Generally, assessment tasks must be submitted electronically via either Turnitin or a Moodle assignment. In instances where this is not possible, alternative submission details will be stated on your course's Moodle site. For information on how to submit assignments online via Moodle: <https://student.unsw.edu.au/how-submit-assignment-moodle>

Late Submission Penalty

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. Support with [Time Management is available here](#).

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 ($3 \times 5\% = 15\%$). 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

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