

Course Logic, Interaction, Game

SDS M-FIL/02

ETCS 6

Course modules (if any) None

Year II year

Semester II semester

Professor(s) Walter Matta

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Office hour At the end of the lesson or by appointment agreed by e-mail.

LEARNING OUTCOMES

The aim of the course is to achieve the following learning outcomes:

1. **KNOWLEDGE AND UNDERSTANDING SKILLS:** the student must be able to recognize and understand the relationships between logic and interaction theory
2. **APPLIED KNOWLEDGE AND UNDERSTANDING SKILLS:** at the end of the course, the student should be able to apply logical methods in the design of the interaction
3. **AUTONOMY JUDGMENT:** the student will have to be able to collect, interpret and reflect on the logical problems related to his/her field of study, demonstrating that he/she has acquired an ability to synthesize at an interdisciplinary level.
4. **COMMUNICATION SKILLS:** the student will also have to acquire the mastery of the language of logic in terms of relationships, interactions and methodologies.
5. **LEARNING ABILITY:** the student will have to demonstrate that he/she is able to exploit the logical skills acquired to successfully undertake specific training curricula such as those underlying the potential professional outlets offered by the degree course.

DETAILED PROGRAM

Specifically, the following topics will be addressed:

1. Fundamentals of logic: a) Tests, b) Communication and interaction between tests, c) Tests as games
2. Logical questions about interaction and play
3. Logical analysis of interaction and play
4. Logical results on interaction and play
5. Interaction and play: contributions to logic.

RECOMMENDED PRE-REQUISITES (IF ANY)

None

TEACHING METHODOLOGIES

The educational activities will be carried out through lectures.

FINAL EXAMINATION METHODOLOGIES

Oral exam, on a topic chosen by the student and on two topics chosen by the teacher.

EVALUATION CRITERIA

At the end of the course, the following skills of the student will be evaluated:

1. **KNOWLEDGE AND UNDERSTANDING SKILLS:** the final exam will assess the student's acquisition of the fundamental notions related to the topics listed in the detailed program of the course.
2. **APPLIED KNOWLEDGE AND UNDERSTANDING SKILLS:** the final exam will assess the student's ability to connect the different topics covered and the ability to apply logical methods in the design of the interaction.

FINAL GRADING INFORMATION AND CRITERIA

The grade is awarded in thirtieths, to which is added the possibility of honors. The final grade will be taken into account:

1. 50% of the outcome of the oral exam aimed at verifying the level of knowledge of the fundamental notions of the program
2. for 50% of the outcome of the oral exam aimed at verifying the student's ability to connect the different topics covered and the ability to apply logical methods in the design of the interaction

The final score reflects the student's preparation as follows:

Score	Description
< 18 not sufficient	Fragmentary and superficial knowledge of contents, errors in applying concepts, insufficient exposure.
18-20	Sufficient but still general knowledge of contents, elementary exposure, uncertainties in the application of theoretical notions.
21-23	Appropriate, but not deep, knowledge of contents, good ability in applying theoretical notions as well as presenting them in a simple way.
24-25	Appropriate and vast knowledge of contents, discrete ability in applying them, good ability in presenting notions in a comprehensive way.
26-27	Precise and comprehensive knowledge of the topics, good ability in applying the acquired knowledge, good analytical skills, clear and correct exposure.
28-29	Extensive, comprehensive and deep knowledge of contents, good applicative skills, good ability of analysis and synthesis, confident and correct exposure.
30 30 with honors	Very broad, comprehensive and deep knowledge of the contents, well-established ability to apply the acquired notions, excellent ability of analysis, synthesis as well as ability to create interdisciplinary links, fluency of exposure.



DEGREE PROGRAM IN TECNOLOGIE E LINGUAGGI DELLA COMUNICAZIONE -
TECHNOLOGIES AND LANGUAGES OF COMMUNICATIONS (LM-59)
CURRICULUM IN INTERACTION DESIGN

A.Y. 2023/2024

COURSE MATERIAL

- *Course slides*
- *Book: "Vito Michele Abrusci, "Logica. Lezioni di primo livello", CEDAM 2018"*

OTHER ADVICES

Attendance in presence is suggested.

Students belonging to the 'part-time/workers' category or being unable to take part in the lessons are suggested to directly contact the professor in order to analyze, together, specific training needs.