# Interactive design as a source for developing interior design and furniture

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## Abstract:

The digital revolution and interactive technology have made a tremendous shift in human life, as well as numerous transformations at all levels and levels, which have resulted in a breakthrough in the design of interior design and furniture elements, and this is why interior design elements such as facades, floors, walls, ceilings, and furniture appeared in a new and interactive way as a result of the remarkable development in the field of Computer technology and the strong relationship between individuals and electronic devices, which are constantly evolving and the need to keep abreast of developments in the manufacture of interior design and furniture elements and catch up with this technological component. This paper deals with the study of interactive design and its importance as a source for developing elements of interior design.

This is where interactive design is one of the most important mechanisms for self-learning in which the learner practices the self-experience in forming educational experience through touching, understanding and convincing, as it is important that the learner learns how to learn, and it is not important to give the information and test it in its ability to retrieve it, but positive education must be emphasized Change the stereotypes that depend on understanding and persuasion by experimenting and watching, encouraging thought, self-learning, deduction, and conclusion, until the student reaches the information himself and has his educational experiences through positive participation, not negative reception . interactive design is a general term that is concerned with the design of usable products, that achieve ease of learning, and effectiveness of use, and provides the user with an enjoyable and effective experience which means that the product is designed to be a good tool, efficient and effective, easy to use, learning and remembering. Computer, cognitive science, psychology, and finally organizational science in an attempt to understand how people use and interact with technology. This is where the need to study modern interactive design standards to reach an intelligent interactive system emerged to enrich the internal void with new design and intellectual approaches through the use of modern technological means, which have advanced ideas and solutions that contribute to solving many design and implementation problems and an effective role affecting the individual receiving modern technological developments and technologies.

**Keywords:**

Interactive Design, Cognitive Psychology, Interactive Interfaces, Time Limiter.