LINKÖPINGS UNIVERSITET

Interaction Design - Project

Programme course

12 credits

Interaktionsdesign - Projekt

TDDD58

Valid from: 2017 Spring semester

Determined by

Board of Studies for Computer Science
and Media Technology

Date determined

2017-01-25

Main field of study

Graphic Design and Communication

Course level

First cycle

Advancement level

G2X

Course offered for

- Graphic Design and Communication, Bachelor´s Programme

Entry requirements

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

Prerequisites

Visual Rhetoric, Market Communication
From Graphical Design Project 1: Be able to take a design from concept to solution within basic graphic design.

Intended learning outcomes

The student shall after the course be able to:

- Plan and conduct a user study, and present the results of it with the purpose of defining user-centred design objectives for interactive productions.
- Generate and present proposals of interactive productions at a concept level, as well as assessing and arguing for a particular idea for a production among other alternative ideas.
- Generate and present a proposal of the design for an interactive product at a detailed level, as well as evaluating its use-qualities and experiential qualities in quickly developed low-fidelity prototypes.
- Specify the design of interactive productions and constructing interactive computer-based prototypes with high fidelity, plan and conduct an evaluation of the use-qualities and experiential qualities, as well as use and communicate the results of the evaluation.

Course content

Skills:
Conduct an interaction design process with customer perspective and user perspective. Fundamental skills for designing well-functioning interactive productions. Evaluating and inspecting the usability of interactive productions.

Subjects:
Fundamental concepts in human-computer interaction. Design principles and guidelines for user interfaces. Prototyping of interactive productions. User studies. Design methods. User interfaces. Usability evaluation.

Technologies:
Prototyping tools for development of interactive productions.

Teaching and working methods

Lectures, teaching sessions, and project work with individual parts and reflections.

The course runs over the entire autumn semester.

Examination

UPG4	Assignment	3 credits	U, 3, 4, 5
UPG3	Assignment	3 credits	U, 3, 4, 5
UPG2	Assignment	3 credits	U, 3, 4, 5
UPG1	Assignment	3 credits	U, 3, 4, 5

The final grade is calculated as the average of the grades of the part examinations.

Grades

Four-grade scale, LiU, U, 3, 4, 5

Department

Institutionen för datavetenskap

Director of Studies or equivalent

Jalal Maleki

Examiner

Mattias Arvola

Education components

Preliminary scheduled hours: 120 h
Recommended self-study hours: 200 h

Course literature

Additional literature

Other

Course literature will be announced on the homepage for the course.

Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://styrdokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva.