

Effect-Driven Development and Human-Centered Design of Interactive Systems

Programme course

6 credits

Effektdriven utveckling och humancentrerad design
av interaktiva system

TDDD75

Valid from: 2017 Spring semester

Determined by
Board of Studies for Computer Science
and Media Technology

Date determined
2017-01-25

Offered for the last time
Spring semester 2020

Main field of study

Information Technology, Computer Science and Engineering

Course level

First cycle

Advancement level

G2X

Course offered for

- Computer Science and Engineering, M Sc in Engineering
- Industrial Engineering and Management - International, M Sc in Engineering
- Industrial Engineering and Management, M Sc in Engineering
- Information Technology, M Sc in Engineering
- Computer Science and Software Engineering, M Sc in Engineering

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

Knowledge in software engineering

Intended learning outcomes

The students attending the course will acquire knowledge about design and evaluation methods for human-centred and effect-driven development and procurement of interactive systems. After the course the students shall be able to:

- utilize human-centred methods to define the value or values in use for an interactive system
- identify and define measurable effect goals for an interactive system
- conduct a user evaluation of an interactive system and argue for improvements to it based on the user evaluation in relation to its effect goals

Course content

Skills: Use human-centred design and evaluation methods for interactive systems development and procurement. Fundamental skills for defining effective and meaningful interactive systems for businesses and users.

Subjects: Fundamental concepts in human-centred design. Effect mapping. Design methods. Usability evaluation.

Technologies: Web-Based Services. Interactive Technologies and Systems.

Teaching and working methods

Lectures, teaching sessions, seminars, and group work with individual parts.

Examination

UPG3	Assignment	2 credits	U, 3, 4, 5
UPG2	Assignment	2 credits	U, 3, 4, 5
UPG1	Assignment	2 credits	U, 3, 4, 5

The final course grades are calculated as the mean of the grades for the assignments. The round-to-nearest with round half up rule is applied (for example, 3.5 is rounded up to 4 and 3.4 is rounded down to 3).

Grades

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

Other information

Supplementary courses:

Development of Interactive Systems, Design - Strategy and Management, Service Design and Innovation, Advanced Interaction Design

Department

Institutionen för datavetenskap

Director of Studies or equivalent

Jalal Maleki

Examiner

Mattias Arvola

Course website and other links

<http://www.ida.liu.se/~TDDD75>

Education components

Preliminary scheduled hours: 28 h

Recommended self-study hours: 132 h

Course literature

Additional literature

Other

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.