Information Design for Wayshowing

Programme course

6 credits

Informationsdesign för wayshowing

TNGD26

Valid from: 2018 Spring semester

Determined by
Board of Studies for Computer Science and Media Technology

Date determined

Replaced by
TNGD34

Main field of study
Graphic Design and Communication

Course level
First cycle

Advancement level
G2X

Course offered for
- Graphic Design and Communication

Specific information
The course is cancelled 2018.

Prerequisites
Basic knowledge in information design is required. Skills in 3D modeling are beneficial.

Intended learning outcomes
The aim of the course is practical and theoretical knowledge in information design with a focus on way showing, in physical and virtual environments. After course completion, the student should be able to:

- Design and implement wayshowing systems in virtual environments
- Evaluate the efficiency of way showing systems
- Evaluate design options based on critieria related to (physical) material and graphic form
- Describe advantages and limitations of a 3D representation of an enviromnent, compared to the real physical environment.
- Describe perception and cognition in 3D environments.

Course content
- Design of way showing systems in physical and virtual environments
- Evaluation methodology for way showing systems
- Perception and cognition in virtual and physical environments (way finding)

Teaching and working methods
The course is organized in lectures, labs, seminars, and hand-in assignments.

Examination

LAB1	Laboratory work	1 credits	U, G
UPG2	Assignment	4 credits	U, 3, 4, 5
UPG1	Seminars	1 credits	U, G

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

Department
Institutionen för teknik och naturvetenskap

Director of Studies or equivalent
Camilla Forsell

Examiner
Jonas Lundberg

Course website and other links
http://www.itn.liu.se/mit/education/courses/tngd26-informationsdesign-for-wayshowing

Education components
Preliminary scheduled hours: 22 h
Recommended self-study hours: 138 h

Course literature
Fastställs senare