Advanced Interaction Design

Single subject and programme course

6 credits

Avancerad interaktionsdesign

729A88

Valid from:

Determined by
The Quality Board at the Faculty of Arts
and Sciences

Date determined
2011-03-25

Main field of study

Cognitive Science

Course level

Second cycle

Advancement level

A1X

Course offered for

- Master Programme in Cognitive Science

Entry requirements

User-centred design for first-cycle studies (courses such as Interaction Design) and programming for first-cycle studies (courses such as Programming and Discrete Mathematics and Programming and Logic) are prerequisites.

Intended learning outcomes

The student should acquire advanced knowledge in methodology and theories for interaction design. On completion of the course, the student should be able to:
* Use methods and techniques for detail design and concept design to define problems and alternative design solutions for digital interactive products and services.
* Account for system objectives and analyse design qualities and user experience for digital interactive products and services.
* Define purpose, contents and form for digital interactive products and services.
* Argue for personal design ideas in interaction design by means of multimedia, visualisations or oral and written presentation.
* Summarise and analyse the importance of concepts from interaction design and use them to analyse designing.

Course content

In this course, the student acquires advanced methodical and theoretical knowledge in the design of digital interactive products and services. Design methodology and theory supported reflection and criticism are mixed with practical creative design parts, sketching, prototyping and testing. The own responsibility for the design work in relation to limitations is discussed in the course, as well as the designer's responsibility in society, and the innovation possibilities through active design strategy.

Teaching and working methods

The course is organised around a sequence of written assignments and designing projects that are completed with seminars and presentations.
Individual feedback on the design work is given to support the students development beyond the basic level. Lectures are mainly used to introduce new fields. Some parts have compulsory attendance.

Examination

UPG1 Group assignment (Fail, Pass) 3 HE credits
UPG2 Individual work (Fail, 3, 4, 5) 3 HE credits

Grades

Three-grade scale, U, G, VG

Other information

Planning and implementation of a course must take its starting point in the wording of the syllabus. The course evaluation included in each course must therefore take up the question how well the course agrees with the syllabus. The course is carried out in such a way that both men´s and women´s experience and knowledge is made visible and developed.

Department

Institutionen för datavetenskap