

# Advanced Interaction Design

Single subject and programme course

6 credits

Avancerad interaktionsdesign

729A88

Valid from: 2020 Autumn semester

**Determined by**  
Course and Programme Syllabus Board  
at the Faculty of Arts and Sciences

**Date determined**  
2011-03-25

**Revision date**  
2020-05-05

## Main field of study

Cognitive Science

## Course level

Second cycle

## Advancement level

A1N

## Course offered for

- Master Programme in Cognitive Science

## Entry requirements

- Bachelor's Degree in Cognitive Science equivalent to a Swedish Kandidatexamen  
or  
Bachelor's Degree in Computer Science equivalent to a Swedish Kandidatexamen  
and  
30 ECTS credits in one of the following subject areas
  - Psychology
  - Linguistics
  - Philosophy
  - Neuroscience
  - Anthropologyor  
Bachelor's Degree in Psychology of Neuroscience equivalent to a Swedish Kandidatexamen  
30 ECTS credits passed in Computer Science
- English and Swedish corresponding to the level of English and Swedish in Swedish upper secondary education (Engelska 6 and Svenska 3)

## 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

If the LiU coordinator for students with disabilities has granted a student the right to an adapted examination for a written examination in an examination hall, the student has the right to it. If the coordinator has instead recommended for the student an adapted examination or alternative form of examination, the examiner may grant this if the examiner assesses that it is possible, based on consideration of the course objectives.

Students failing an exam covering either the entire course or part of the course twice are entitled to have a new examiner appointed for the reexamination.

Students who have passed an examination may not retake it in order to improve their grades.

## 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