

Interaction Design

Single subject and programme course

6 credits

Interaktionsdesign

729G22

Valid from:

Determined by

The Quality Board at the Faculty of Arts and Sciences

Date determined

2009-06-12

Revision date

2016-08-25; 2016-12-12

Offered for the last time Autumn semester 2019

Main field of study

Cognitive Science

Course level

First cycle

Advancement level

G₂X

Course offered for

- Bachelor's Programme in Cognitive Science
- Bachelor programme in Information Systems Analysis
- Master Programme in IT and Management
- Master Programme in Cognitive Science

Specific information

The course is disused. Offered for the last time Autumn semester 2019.

Examination is offered on a total of at least five occasions for each examination component.

These occasions should be distributed across at least two semesters following the final ordinary course instance. These can be found in the course's last course room in Lisam.

Contact the department to access the course room.

Entry requirements

For admission to the course, completion of year 1 and year 2 of the Bachelor's Programme in Cognitive Science, or the equivalent, is required.

Intended learning outcomes

On completion of the course, the student should be able to

- account for interaction design as a central knowledge and practice area for good IT and systems development,
- account for the role of interaction design in an organisation that develops or uses systems,
- define, prioritise, communicate and evaluate design objectives,
- plan, carry out and communicate usability evaluations,
- create, evaluate and argue for a certain design solution among alternative solutions,
- design and evaluate prototypes.



Course content

The course covers:

- Data collection
- Usability requirements
- Usability testing
- Tools for user-centred design, e.g. sketching, personae
- Prototype development, both LoFi prototypes and HiFi prototypes

Teaching and working methods

The teaching takes the form of lectures, projects, teaching sessions, seminars and laboratory sessions. The student is expected to study independently, individually and in groups.

Examination

The ability to work with design objectives, usability evaluations, design solutions and prototypes is examined through project work. The ability to account for interaction design as a field and a role is examined through written assignments.

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.

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

