

Interaction Programming

Single subject and programme course

6 credits

Interaktionsprogrammering

729G26

Valid from:

Determined by

The Quality Board at the Faculty of Arts and Sciences

Date determined

2009-09-23

Revision date 2016-08-25

Offered for the last time

Autumn semester 2019

Replaced by

729G87

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. Replaced by 729G87.

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, 42 ECTS credits must be completed from the first year of the Cognitive Science Bachelor's Programme. The student should also have passed the Introduction to Cognitive Science, or equivalent. The student must also have passed the course IT and Programming: Basic Course (alt. Programming and Discrete Mathematics) (6 ECTS credits), or Programming and Algorithmic Thinking (alt. Programming and Logic) (6 ECTS credits), or equivalent.



Intended learning outcomes

Upon completion of the course, the student should be able to:

- implement graphical interactivity using a framework
- identify and describe components used in an user interface
- implement a user interface component given a description
- discuss the programming complexity of a set of interaction techniques

Course content

- interaction programming using a framework (e.g. HTML5+jQuery)
- interaction through text
- use of interactive elements within a framework
- event handling
- handling of input from mouse, keyboard, etc
- vector-based graphics and pixel-based graphics
- animation

Teaching and working methods

The teaching takes the form of lectures, teaching sessions, laboratory sessions and project work. The students should also study independently.

Examination

The examination in the course is based on a project work.

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.

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Department

Institutionen för datavetenskap

