

Interaction Design and User Experience

Interaktionsdesign och användarupplevelse
9 credits

Single subject and programme course

729G85

Valid from: 2022 Autumn semester

Determined by	Main field of study	
Course and Programme Syllabus Board at the Faculty of Arts and Sciences	Cognitive Science	
Date determined	Course level	Progressive specialisation
2020-02-03	First cycle	G2F
Revised by	Disciplinary domain	
Course and Programme Syllabus Board at the Faculty of Arts and Sciences	Technology	
Revision date	Subject group	
2022-04-29	Other Interdisciplinary Studies	
Offered first time	Offered for the last time	
Autumn semester 2020		
Department	Replaced by	
Institutionen för datavetenskap	729g90	

Course offered for

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

Entry requirements

General entry requirements for undergraduate studies
and

Social Studies, English and Mathematics corresponding to the level in Swedish upper secondary education (Samhällskunskap 1b or 1a1 and 1a2, Engelska 6, Matematik 2b/2c or Matematik B)

and

At least 90 ECTS credits passed from the Cognitive Science bachelor's program semester 1 to 4, including the courses Cognitive Science Introductory Course 9 ECTS credits, Information Technology and Programming 12 ECTS credits, and Research Methodology and Statistics 9 ECTS credits, or equivalent

or

95 ECTS credits from semester 1 to 4 of the Bachelor's program in information systems

Exemption from Swedish

Intended learning outcomes

The student shall be able to:

- Conduct user research.
- Generate ideas and sketch concept proposals in interaction design.
- Evaluate proposals and argue for a proposal based on results from user research in communication with clients.
- Specify requirements for, and sketch, develop and present prototypes of interactive products and services for a client.
- Use design principles and guidelines in sketching and prototyping user interfaces.
- Conduct and present to a client the evaluation of prototypes of interactive products and services with regard to basic measurement and identification of problems in the user experience.
- Make judgments in user experience and interaction design with regard to social and ethical aspects, such as gender and sustainability.
- Identify one's own need for further knowledge and expertise in user experience and interaction design.

Course content

The course deals with professional process knowledge in interaction design and user experience. It is especially focused on setting up and implementing a human-centered design process for interactive products and services from A to Z, including sketching out ideas and prototyping solutions. The course is based on design challenges from a client.

Skills: Implement an interaction design process with customer and user perspective for a client. Design well-functioning interactive products and services. Study and evaluate user experience.

Topics: Basic concepts in human-computer interaction. Design principles as well user interface guidelines. Prototyping of interactive products and services. Design Methods. Different types of user interfaces. Methods for evaluating user experience and usability.

Technology: Prototyping tools (LoFi and HiFi) for the development of interactive products and services. Interaction technology.

Teaching and working methods

Lectures, lessons, reading, design work in collaboration with various user groups and clients, oral presentations and written assignments. The student is expected to study independently, individually or in groups.

Examination

The course is examined by:

- practical design work in group, with compulsory attendance of presentations, grading scale: UG
- individual assignment with multiple parts, grading scale: EC

Final grades for the course are based on the individual assignment, assuming that the practical design work have been passed.

Detailed information can be found in the study guidelines.

If special circumstances prevail, and if it is possible with consideration of the nature of the compulsory component, the examiner may decide to replace the compulsory component with another equivalent component.

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 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.

An examiner may also decide that an adapted examination or alternative form of examination if the examiner assessed that special circumstances prevail, and the examiner assesses that it is possible while maintaining the objectives of the course.

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

ECTS, EC

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 conducted in such a way that there are equal opportunities with regard to sex, transgender identity or expression, ethnicity, religion or other belief, disability, sexual orientation and age.

If special circumstances prevail, the vice-chancellor may in a special decision specify the preconditions for temporary deviations from this course syllabus, and delegate the right to take such decisions.