

# Interaction Programming

Single subject and programme course

6 credits

Interaktionsprogrammering

729G87

Valid from: 2020 Autumn semester

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

**Date determined**  
2020-03-02

## Main field of study

Cognitive Science

## Course level

First cycle

## Advancement level

G2F

## Course offered for

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

## Entry requirements

General entry requirements for undergraduate studies  
and

English corresponding to the level of English in Swedish upper secondary  
education (Engelska 6)

and

Social Studies corresponding to the level of Social Studies in Swedish upper  
secondary education (Samhällskunskap 1)

and

Mathematics corresponding to the level of Mathematics in Swedish upper  
secondary education (Matematik 2)

and

90 ECTS credits from semester 1 to 4 of the Bachelor's program in Cognitive  
Science, including Cognitive Science Introductory Course 9 ECTS credits and at  
least one of the courses Information Technology and Programming 12 ECTS  
credits, Research Methodology and Statistics 9 ECTS credits, or Qualitative  
Research Methods 6 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

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 course is examined by

- Assignments with oral presentations and written reports, grades: EC

Final grades are based on a weighing of all the assignments together.

Detailed information can be found in the study guide.

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

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 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