

Interaction Design, Studio course

Single subject and programme course

6 credits

Interaktionsdesign, studioskurs

769A04

Valid from: 2020 Autumn semester

Determined by

Course and Programme Syllabus Board
at the Faculty of Arts and Sciences

Date determined

2018-04-23

Revision date

2020-05-05

Offered for the last time

Autumn semester 2022

Replaced by

769A34

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 or equivalent
- 30 ECTS credits passed in one of the following subjects:
 - Psychology
 - Linguistics
 - Philosophy
 - Neuroscience
 - Anthropologyor equivalent
- or
- Bachelor's degree in one of the following subject areas equivalent to a Swedish Kandidatexamen:
 - Psychology
 - Neuroscience
- 30 ECTS credits passed in Computer Science or equivalent
and
- 6 ECTS credits passed in design, basic course (for example "Interaktionsdesign och användarupplevelse 9 hp" or "Avancerad interaktionsdesign 6 hp")
and
- 6 ECTS credits passed in programming, basic course (for example "Informationsteknologi och programmering 12 hp")
or equivalent
- and
- English and Swedish corresponding to the level of English and Swedish in Swedish upper secondary education (Engelska 6 and Svenska 3)

Intended learning outcomes

After completing the course, the student should at an advanced level be able to:

- motivate the choice of design techniques based on a design question, problem and situation
- argue for/against a design using relevant concepts from design theory
- independently perform short design prints
- explore the problem and solution space to a reasonable level
- use sketching as a central approach to analysis and synthesis work
- build a physical interactive prototype on a platform
- give and take design criticism
- make design decisions on an inadequate basis
- reflect over the choice of approaches and design techniques
- identify their own need for further skill development

Course content

The course covers the areas of

- the role of theories in the practice of design
- sketching in the study of design
- physical prototypes
- animated prototypes
- design decisionmaking
- the role of criticism in decision practice

Teaching and working methods

The teaching consists of lectures, design work and seminars. The student is expected to perform self-study, individually and in groups.

Examination

The course is examined individually through written and oral assignments, and active participation in seminars. 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

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