

Interactive Form

Programme course

6 credits

Interaktiv form

TDDC63

Valid from: 2018 Spring semester

Determined by

Board of Studies for Computer Science
and Media Technology

Date determined

Main field of study

Graphic Design and Communication

Course level

First cycle

Advancement level

G2X

Course offered for

- Graphic Design and Communication, Bachelor's Programme

Specific information

Exchange students; The course is only available to exchange students within the area of Graphic Design and Communication.

Entry requirements

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

Prerequisites

Typography & layout, Mediated communication, Visual rhetorics

Intended learning outcomes

The overarching aim of the course is for the student to understand and be able to use interactive productions for communicative purposes. This includes being familiar with aesthetics and form for interactive productions, and the technology they are based on. The student shall after the course be able to:

- analyse and criticise form and aesthetics of interactive productions;
- give form to interactive productions for communicative purposes;
- give an account of concepts, perspectives processes, techniques, and methods for giving form to interactive productions.

Course content

Interactive form, interactive productions.

Teaching and working methods

The course is organised in the form of design work, seminars, and lectures.

Examination

UPG5	Design Assignment	2 credits	U, 3, 4, 5
UPG4	Assignment	4 credits	U, G

Grades

Four-grade scale, LiU, U, 3, 4, 5

Department

Institutionen för datavetenskap

Director of Studies or equivalent

Jalal Maleki

Examiner

Mattias Forsblad

Course website and other links

Education components

Preliminary scheduled hours: 28 h

Recommended self-study hours: 132 h

Course literature

Se kurshemsidan för information.

Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at http://stydokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund_och_avancerad_niva.