Interactive Systems

Programme course

4 credits

Interaktiva system

TDDD60

Valid from: 2017 Spring semester

Determined by
Board of Studies for Computer Science
and Media Technology

Date determined
2017-01-25

Main field of study
Computer Science and Engineering, Computer Science

Course level
First cycle

Advancement level
G1F

Course offered for
- Computer Science and Engineering, M Sc in Engineering

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
Basic programming skills.

Intended learning outcomes
The student should after the course be able to:
- define, prioritize, and communicate close to user design goals for interactive systems
- evaluate and argue for a particular design solution among alternatives
- make a design specification for a user interface
- construct an interactive interface prototype in a computer tool
- plan, implement and communicate a usability test

Course content

Craft:

- Develop systems to be used by a client (customer).
- Basic skills in designing effective user interfaces in accordance with prevailing standards and principles.
- evaluate interactive system usability. Topics:
    - Basic concepts in human-computer interaction.
    - Design principles and guidelines for user interfaces.
    - prototyping of graphical user interfaces.
    - User Studies.
    - Design Methods.
    - User interfaces.
    - Usability Evaluation. Technology:
        - Prototyping tool for developing interactive systems.

Teaching and working methods

Lectures, laboratory work and your own exercises.

Examination

UPG2	Assignment	2.5 credits	U, 3, 4, 5
UPG1	Assignment	1.5 credits	U, 3, 4, 5

Grades

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

Other information

Supplementary courses:
Development of Interactive Systems, Interaction Programming, Interaction design

Department

Institutionen för datavetenskap

Director of Studies or equivalent

Jalal Maleki

Examiner

Mattias Arvola

Course website and other links

http://www.ida.liu.se/~TDDD60

Education components

Preliminary scheduled hours: 40 h
Recommended self-study hours: 67 h

Course literature

Kurslitteratur anslås på kurshemsidan.

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://styrdokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva.