LINKÖPINGS UNIVERSITET

Interactive Information Design

Programme course

6 credits

Interaktiv informationsdesign

TNGD34

Valid from: 2019 Spring semester

Determined by
Board of Studies for Computer Science
and Media Technology

Date determined
2018-08-31

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
- Design and Product Development, M Sc in Engineering

Specific information

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

Prerequisites

Basics in graphic design and communication.

Intended learning outcomes

Information design concerns informative messages – both facts, and values (experiences). The course interactive information design focuses on how interactivity with the visual forms of the information can be designed, but also how the interaction itself can convey information/values. The course includes interaction where the individual interacts with specific information objects (e.g. diagrams), but also situations where the individual is surrounded by information. The aim of the course is to achieve actionable knowledge, that can be used in deign practice. After completion of the curse, the student should be able to use and reflect on the following design aspects:

- principles for interactive information
- communication of values / experience through interactive information
- implicit and explicit interaction
- form for interactive information (e.g. diagrams).

Course content

The course has synergies with the advanced media production course – a possibiltiy for projects across the courses. Suggestions from course participants on other projects going across courses are also welcome. The course concerns:

- information visualization (advanced and interactive diagrams)
- typography and pictograms for indoors environments.
- Implicit interaction (where a design "reacts" on human activity)
- Explicit interaction (goal-driven by the human)
- How prototyping and other design techniques can be used for the design of interactive information design
- Introduction to the use of physical object for interacting with information – and to convey information, including the use of the room/space.

Teaching and working methods

The course is organized in lecturs, labs/lessons/seminars, with obligatory active participation, and hand-in assignment(s).

Examination

| UPG2 | Assignment | 4 credits | U, 3, 4, 5 |
| UPG1 | Assignment | 2 credits | U, G |

UPG1 Active participation with selected examination activities. Non-participation (inactive participation) requires the hand-in of a completion exercise.

UPG2 for higher grade than three, hand-in according to a deadline is required, unless acceptable (to the examiner) reasons can be presented.

Grades

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

Department

Institutionen för teknik och naturvetenskap

Director of Studies or equivalent

Camilla Forsell

Examiner

Jonas Lundberg

Education components

Preliminary scheduled hours: 23 h
Recommended self-study hours: 137 h

Course literature

Other

The course litterature is announced on the course home page at the latest eight weeks before the start of the course.