

# Interactive Information Design

Programme course

6 credits

Interaktiv informationsdesign

TNGD34

Valid from: 2020 Spring semester

**Determined by**

Board of Studies for Computer Science  
and Media Technology

**Date determined**

2019-09-23

## Main field of study

Graphic Design and Communication

## Course level

First cycle

## Advancement level

G2X

## Course offered for

- Master of Science in Design and Product Development
- Bachelor's Programme in Graphic Design and Communication

## 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 give opportunities to in-depth knowledge through design exploration, that can be used in explorative design practice and concept formulation. After completion of the course, the student should be able to conceptualize and reflect on the following design aspects in an interactive information design:

- User experience/ value of interactive information
- Conceptualization of implicit and explicit interaction
- Form and principles for form giving of interactive information (diagrams) that shows different kinds of data
- Graphic design principles for form giving of visual messages in an interactive information design

## Course content

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

- Explorative form giving of information visualization in an interactive information design (diagrams)
- Design principles and their usage in graphic communication for interactive information design
- Exploration and form giving of concepts for implicit interaction
- Exploration and form giving of concepts for explicit interaction (goal-driven interaction)
- Designing, prototyping, and evaluation of an interactive information design in an explorative project

## Teaching and working methods

The course is organized in lectures, labs/lessons/supervision, 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. A personal reflection document is also required for grading of the project part in UPG2.

## 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

### **Books**

### **Other**

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