

# Communication and User Interfaces

Programme course

6 credits

Kommunikation och användargränssnitt

TNM040

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

Media Technology and Engineering

## Course level

First cycle

## Advancement level

G1X

## Course offered for

- Media Technology 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

Java programming. Internet technology.

## Intended learning outcomes

The course provides students with fundamentals in interactive computer systems, cognitive processes as well as principles, methods and tools for developing human-centered computer systems. After the course students will be able to:

- explain the relevance of perception, memory and language usage to interactive systems.
- describe and discuss the various stages in the implementation of interactive systems.
- discuss human-human communication and computer-mediated communication.

## Course content

Cognitive psychology. User-centred methods for development and guidelines for interface design.

## Teaching and working methods

Lectures, programming assignments, individual home assignment, group programming project and oral presentation. The course runs the entire autumn semester.

## Examination

PRA1	Project work	3 credits	U, 3, 4, 5
UPG4	Group programming assignments	1 credits	U, G
UPG3	Individual assignment	2 credits	U, 3, 4, 5

The final marks will depend on the weighing of the partial examinations.

## Grades

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

## Department

Institutionen för teknik och naturvetenskap

## Director of Studies or equivalent

Camilla Forsell

## Examiner

Camilla Forsell

## Course website and other links

<http://www.itn.liu.se/grundutbildning/kurs/tnm040?l=sv>

## Education components

Preliminary scheduled hours: 76 h

Recommended self-study hours: 84 h

## Course literature

### Additional literature

Other

## 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](http://stydokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva).