

Advanced Visualization Design

Programme course

6 credits

Avancerad visualiseringsdesign

TNM101

Valid from: 2017 Spring semester

Determined by

Board of Studies for Mechanical
Engineering and Design

Date determined

2017-01-25

Main field of study

Design

Course level

Second cycle

Advancement level

A1X

Course offered for

- Design, Master's Programme

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

Three years of completed university studies. Admission to master programme in Design. Knowledge in graphic design and information design.

Intended learning outcomes

The main objective is for students to develop proficiency with contemporary user-experience concepts and approaches in information visualization and information design. The aim is to reach a relational level of understanding, where students integrate aspects of user experience, communicative intentions and technical feasibility into

- establishing the foundation for a design repertoire of advanced visualizations, and
- developing craft skills in innovative concept design for advanced visualizations.

Course content

Topics include interactive visualization, data design, interactive infographics, visual storytelling, and big data visualization.

Teaching and working methods

The course is based on design tasks executed individually or in teams in a studio setting. The design tasks start from rather open briefs; they entail iterative processes of research, ideation, concept development, assessment, and problem framing. Each task is presented and assessed in a structured crit session.

Examination

UPG2	Hand-in Assignment	1 credits	U, 3, 4, 5
UPG1	Critique Assignment	1 credits	U, 3, 4, 5
PRA1	Design Assignment	4 credits	U, 3, 4, 5

The final grade is computed from the assignment grades, weighted according to their hp sizes.

Grades

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

Department

Institutionen för teknik och naturvetenskap

Director of Studies or equivalent

Camilla Forsell

Examiner

Jonas Löwgren

Course website and other links

Education components

Preliminary scheduled hours: 0 h

Recommended self-study hours: 160 h

Course literature

Böcker och artiklar genom kursledningens försorg.

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.