Linnæus University

Course syllabus

Faculty Board of Business, Economics and Design

School of Design

1DI203 Designmetoder fördjupning, 7,5 högskolepoäng
1DI203 Design Methods, In-depth Study, 7.5 credits

Main field of study
Design

Subject Group
Design

Level of classification
First Level

Progression
G1F

Date of Ratification
Approved 2009-06-23
Revised 2011-06-14 by School of Design.
The course syllabus is valid from autumn semester 2011

Prerequisites
At least 45 credits in informatics/design/computer science.

Objectives
Knowledge and understanding
Students will be able to:

- explain the possibilities and limitations of interaction design, with regard to the creation of products and environments in relation to the human experiences and needs
- describe and select different methods that should be included in the design process so that it fits various types of assignments or purposes
- reflect on various aspects of their own design process
- use various appropriate terms to describe different types of prototypes (sketches)

Ability and skills
Students will be able to:

- acquire knowledge about people and their activities and context
- use this knowledge to create proposals for products

- test these product proposals (prototypes) on prospective users
- present their reflections from different perspectives in a workbook

Evaluation ability and attitude
Students will be able to:

- assess and reflect on existing products from a user-oriented perspective
- make a judgement about whether the proposed ideas will be seen as meaningful by the proposed future users
- critically review their own work

Content
This course primarily consists of exercises with different design methods that may be part of a design process, aiming to create a proposal for an interactive artefact based on information technology.

Type of Instruction
The course includes lectures, seminars, individual project work, workshops and tutoring. Compulsory attendance during scheduled course elements.

Examination
The course is assessed with the grades Fail (U), Pass (G) or Pass with Distinction (VG).

For the Pass grade, the expected study results must be achieved.

Examination is carried out in the form of a presentation and a demonstration of the course assignments in a physical workbook. Assessment is based on the five dimensions of the workbook, where each dimension may be awarded 1-7 points. The following grades are used: Pass with Distinction (28-35 points), Pass (13-27 points) or Fail (0-12 points).

Re-examination is offered within 6 weeks, within the framework of the regular term schedule. The number of examination opportunities is limited to five.

Course Evaluation
A course evaluation will be carried out at the end of the course, in accordance with the guidelines of Linnaeus University. The evaluation result is compiled into a course report, which is archived at the school's administration office and discussed by the programme board. The result of the evaluation, and any measures taken, will be discussed with the course co-ordinator and presented to the students at the next course meeting.

Required Reading and Additional Study Material
Required reading
Krippendorff, Klaus (2006) *The Semantic turn – a new foundation for design.* Taylor & Francis.
ISBN 0 415 32220 0. I första hand läses kapitel 3 och kapitel 7 - 7.5
Westerlund, Bo (2005) *Design space conceptual tool - grasping the design process, in proceedings for Nordes.* The Nordic Design Research Conference, 'In the Making'
Saffer, Dan (2007) *Designing for interaction.* New Riders / AIGA Berkeley, CA, USA.
ISBN: 0-321-43206-1.

Also other recent and relevant articles.

Reference literature

Buxton, Bill (2007) *Sketching User Experiences: Getting the Design Right and the Right Design.* Morgan Kauffman. ISBN: 978-0-12-374037-3

Cross, Nigel (2007) *Designerly ways of knowing.* Birkhäuser.

Moggridge, Bill (2006) *Designing Interactions.* MIT Press. ISBN-10: 0-262-13474-8

Norman, D. (1988) *The Design of Everyday Things.* Basic Books, Doubleday.

Ylirisku, Salu & Buur, Jacob (2007) *Designing with Video: Focusing the User-centred Design Process.* Springer-Verlag London. ISBN: 978-1-84628-960-6

Löwgren, J. & Stolterman, E. (2004) *Design av Informationsteknik, Materialet utan egenskaper.* Studentlitteratur, Lund. Andra upplagan.

The list may be subject to changes.