



## Course syllabus

Faculty Board of Business, Economics and Design  
School of Design

1DI227 Projekt III, 5 högskolepoäng  
Project III, 5 credits

**Main field of study**

Design

**Subject Group**

Design

**Level of classification**

First Level

**Progression**

G1F

**Date of Ratification**

Approved by the Board of the School of Design 2009-11-19

Revised 2011-06-14

The course syllabus is valid from autumn semester 2011

**Prerequisites**

30 credits in design, or equivalent.

### Expected learning outcomes

At the end of this course, students will have developed the skills to independently distinguish, visualize, formulate, problematize and initiate relevant issues. They will also be able to create proposals for artefacts and services which are relevant in the context of interaction.

Students will be able to apply their interaction and interface design skills in practice, and they can build an understanding of what the prospected users will consider to be a meaningful activity.

**Knowledge and understanding**

Students will learn the following:

- explain the possibilities and limitations of interaction design, with regard to the creation of artefacts and services in relation to the human experiences and needs
- demonstrate advanced knowledge about graphic creation in relation to interaction and the user
- select publishing channels based on the prospective product or service
- reflect on their own work process
- critically review their own work

### **Ability and skills**

Students will learn the following:

- implement, visualize and communicate the proposed use of a design through graphic creation
- demonstrate knowledge about people and their activities and context
- use this knowledge to create proposals for products and services
- test these proposals for products and services (prototypes) on prospective users
- select publishing channels based on the prospective user and product/service
- present their reflections from different perspectives in a workbook

### **Evaluation ability and attitude**

Students will learn the following:

- critically review and assess their own work, based on the relationship between theory/methods and their implementation for users
- critically review and assess their own work, on the basis of receiver/user/target group and sender/interaction/choice of publishing channels
- critically review and assess work, using the subject matter's terminology

### **Content**

This course is about interactive media and design which focuses on the requirement, experience and comprehension of the user/receiver/target group, and how the design of the interaction with the object can support its practical use. Much emphasis is placed on the implementation of various methods and how graphic design is used to enhance an object's accessibility and usability, from the perspective of the user, receiver and target group.

### **Type of Instruction**

The course includes lectures, workshops, exercises, tutoring and seminars. 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 of project work and documentation in a workbook.

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*. Chapter 3. Taylor & Francis. ISBN 0 41532220.

Saffer, Dan (2007) *Designing for Intercation*. Berkeley: New Riders. ISBN 0 321 43206 1

Selected sections from the following literature:

Stenros, Anne (2006) *Design Revolution*.  
Kapferer, Jean-Noël (2000) *Strategic Brand Management*. Kogan Page Ltd.  
Cooper, Rachel (1997) *The Design Agenda*. John Wiley And Sons Ltd.  
Gripsrud, Jostein (2001) *Mediekultur, mediesamhälle*. Bokförlaget Daidalos.

*The list may be subject to changes.*