



## Course syllabus

Faculty Board of Business, Economics and Design  
School of Design

1DI232 Interaktiv design, 7 högskolepoäng  
Interactive Design, 7 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 the equivalent.

### Expected learning outcomes

After completing the course students are expected to have developed their ability to independently distinguish, visualize, formulate, problematize, ask relevant questions as well as propose artefacts and services that are relevant to the interaction concept. Students are also expected to utilize and apply their experiences, to be able to express and make critical assessments of their own work, as well as practically applying their knowledge of interaction and the formation of an interface which is to be founded in an understanding of (the imagined) context and the use of the (future) artefact or service. Knowledge and Understanding

**Students are expected to**

- be able to account for the possibilities and limitations of interaction design as regards the formation of artefacts and services in relation to human experiences and needs,
- be able to demonstrate deepened knowledge of graphic formation related to interaction and to the user,
- be able to demonstrate knowledge of different publication channels,
- reflect on their own work process, and
- critically examine their own work.

## **Ability and Skills**

Students are expected to be able to

- create their own knowledge of human beings and their activities and contexts,
- utilize this knowledge to create proposals for products and services,
- test these proposals (prototypes) on products and services with imagined users,
- choose publication channels on the basis of imagined user and product or service,
- present their reflections from different perspectives in a workbook, and
- present their reflections in a paper.

## **Evaluation and Attitude**

Students are expected to be able to

- examine and reflect on existing interfaces from a user-centred perspective,
- critically examine the relation between theory and application and visually communicate and motivate their observations in their workbook, and
- evaluate the relevance of different publication channels for different contexts in view of product/service and imagined users.

## **Content**

The course comprises basic principles and methods for enabling interaction with elements of ethnology, design methodology and design/graphic formation, with media production as the main subject. Great emphasis is laid on the different methods used for understanding different users' needs, experience and understanding of the artefact and service. The course includes user interaction with the emphasis on time-based experiences like rhythm, tempo, continuity, accessibility as well as the user's understanding of the artefact and service.

The course comprises three modules:

### ***Module 1 Digital forms of publishing and channels 2 credits***

This module focuses on user interaction, with the emphasis on time-based experiences like rhythm, tempo, continuity, accessibility as well as the user's understanding of artefacts and services. The similarities and dissimilarities between different publication forms and channels.

### ***Module 2 Methods and processes in interaction design 3 credits***

This module focuses on basic principles and methods for supporting interaction by design methods and design/graphic formation, with media production as the main subject. Great emphasis is laid on the different methods used for understanding different users' needs, experience and understanding of artefacts and services.

### ***Module 3 Culture studies/Ethnology, methods 2 credits***

This module focuses on methods for understanding different users' needs, experience and understanding of artefacts and services.

## **Type of Instruction**

The teaching consists of lectures, exercise, workshops, supervision, and seminars. Attendance is mandatory in 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 outcome must be fulfilled.

The examination takes the form of seminar presentations of artefacts.

Re-examination is offered within six weeks in the framework of regular term periods. The number of examination opportunities is limited to five.

## Course Evaluation

Towards the end of the course a course evaluation is conducted in accordance with the Linnaeus University guidelines. The evaluation result is compiled in a course report, which is kept in the archives with the administrator of the School of Design and discussed in the programme advisory committee. The result of the evaluation and any measures taken are communicated to the course coordinator and are presented to students on the next course occasion.

## Required Reading and Additional Study Material

### **Mandatory literature**

Krippendorff, Klaus (2006) *The Semantic Turn – A New Foundation for Design*. Taylor & Francis. ISBN 0 415 32220. Chapter 3.

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

Extracts from the following literature:

Stenroos, Anne (2006) *Design Revolution*.

Cooper, Rachel (1997) *The Design Agenda*.

Gripsrud, Jostein (2001) *Mediekultur, mediesamhälle*.

*The list may be subject to changes.*