



## Course syllabus

Faculty Board of Science and Engineering  
School of Computer Science, Physics and Mathematics

1IK420 Ämnesintroduktion till interaktionsdesign, 15 högskolepoäng  
Subject introduction to interaction design, 15 credits

**Main field of study**

Information Systems

**Subject Group**

Informatics/Computer and Systems Sciences

**Level of classification**

First Level

**Progression**

G1F

**Date of Ratification**

Approved by the Board of the School of Computer Science, Physics and Mathematics  
2011-12-09

The course syllabus is valid from autumn semester 2012

**Prerequisites**

General entry requirements.

## Objectives

The course is an introductory course to the educational programme interaction designer, and aims to provide the student with basic knowledge and understanding of how interaction design relates to the subject of informatics, historically and in contemporary research as well as professionally. It also aims to provide students with an overview and historical background of user centered design as a concept and its historical development from areas such as human - computer interaction.

After completing the course, the student will:

- Be able to describe related subjects and courses which are part of the programme interaction designer as well as having a basic understanding of the aim of these courses
- Be able to describe different professional roles which relates to interaction design as a profession. The student should also be able to describe which kind of specific knowledge is required to communicate and produce graphical material in conjunction with related profession
- Have a basic understanding of the methods an interaction designer employs professionally
- Have a basic understanding of the subject of user centered design, as well as being able to describe specific methods tailored to design for a specific group of

- users
- Be able to describe current research areas and operationalization of these within interaction design
- Have a basic understanding of the area of philosophy of science, as well as deepened understanding of multidisciplinary research within IT and design
- Plan, conduct and present a small project work

## Content

The course deals with interaction design as an academic subject and as a profession. Beginning with philosophy of science, the students understanding deepens with a special focus of multidisciplinary research within IT and design areas. This is done by studying of scientific articles and lectures of current research areas within interaction design.

This is then put in relation to interaction design as a specific subject where the area itself as a whole is presented as well as professionally areas. One part of this is going through the courses of the programme and giving an understanding how these relates to the coming career.

A deepened understanding of what interaction design is, is gained through lectures and seminars covering methods, practical applications and theoretical knowledge needed. This is mostly done through theory and practical exercises within user centered design. The aim of this part is to teach the student how to design for a specific group of users.

The course is finalized with a smaller project which is carried through individually. In this project, the student creates layout and design of a user interface towards a specific target group. This is done by combining theory from scientific articles and course literature and using methods from user centered design practices.

### ***Module 1 Subject introduction 3 credits***

Presentation of the subject area of informatics as well as the educational programme interaction designer. The courses given within the programme is presented with a specific focus of these use in the upcoming working life. Seminars are used to discuss how interaction is related to informatics as well as how interaction design as an academic subject is related to the professional role.

### ***Module 2 Philosophy of science 3 credits***

Basic course in philosophy of science with a focus towards multi disciplinary research. This is carried out by lectures geared towards IT and design research. Through seminars based on scientific articles as well as course literature, a gradually deepened view of how interaction design fits into the academic world view is given.

### ***Module 3 Interaction design research 2 credits***

This part course is focusing on lectures and articles regarding current research within the area of informatics with interaction design as a focus. Relevant subject areas could be CSCW, participatory design or scandinavian design. This is graded through seminars and written assignments where each area is explained from the viewpoint of interaction design.

### ***Module 4 Interaction design as a profession 2.5 credits***

Lectures, seminars and written essays are used to give a broad picture of which different professional areas in which an interaction can work. This is complemented by an overview of which professional groups an interaction designer might work together with. A broad picture of different methods, skills and theoretical knowledge an interaction designer should have is also given. The content is assessed through practical exercises and seminars.

### ***Module 5 User centered design 2 credits***

This part gives a basic understanding of what user centered design means as well as

which methods an interaction designer uses to design with a specific target audience in mind. A bigger focus is on practical application of theory, collecting and analysing data. The persona process is used primarily to represent this. Understanding and skills is graded by seminars and practical laboratory work.

### ***Module 6 Individual project 2.5 credits***

The individual assignment focuses on letting the student design a user interface towards a specific target audience. By using literature studies, data collecting and basic design work, the aim is to show how all the areas in previous parts of the course can be used in tandem. The focus here is on planning, implementing and presenting a project where the users needs should be the center of attention.

### **Type of Instruction**

The course uses the internet as a means of conveying and distributing information and can be taken either on campus or as a distance learning course.

As a campus course the teaching consists of material distributed via the internet as well as lectures. As a distance learning course teaching consists of material distributed via the internet as well as recorded and/or streamed lectures. Tutoring and seminars is conducted by the use of videoconference.

All material is distributed and collected with the internet as a distribution platform. Feedback regarding submitted material is handled the same way.

### **Examination**

The course is assessed with the grades U,3,4 or 5.

To attain a passing grade, the expected study results must be acquired.

On request, students may have their credit translated to ECTS-marks. Such a request must be sent to the examiner at the beginning of the course.

Grades are given after the completion of the course and based on submitted and approved assignments, seminars, laboratory work and individual project. In order to obtain at least grade 3, all required assignments must be completed and approved.

A second examination is offered within six weeks during ordinary semester. The number of examinations is limited to five times.

### **Course Evaluation**

A course evaluation will be carried out at the end of the course in accordance with the guidelines of the University. The result of the course evaluation will be filed at the department. The evaluation result is conveyed to the course administrator and actions taken is presented the next time the course is given.

### **Required Reading and Additional Study Material**

#### **Mandatory course literature**

- Goodwin, Kim. (2009)*Designing for the digital age - how to create human-centered products and services*. Wiley, latest edition.
- Öberg, Gunilla. (2010)*Praktisk tvärvetenskap*. Studentlitteratur AB, latest edition.