



Course syllabus

Faculty of Technology
Department of Media Technology

1ME331 Interaktionsdesign 1, 7,5 högskolepoäng
Interaction Design 1, 7.5 credits

Main field of study

Media Technology

Subject Group

Media Production

Level of classification

First Level

Progression

G1F

Date of Ratification

Approved by Faculty of Technology 2015-08-18
The course syllabus is valid from spring semester 2016

Prerequisites

1ME311 Digital Media, 7.5 credits

Objectives

Upon completion of the course the student should:

- demonstrate the ability to produce graphical user interfaces using user-centered methods
- demonstrate the ability to analyze user interfaces according to well-established design aspects
- demonstrate the ability to plan, conduct and analyze usability tests
- demonstrate knowledge about prototyping methods on low and high level
- demonstrate understanding of accessibility aspects that can affect the design of user interfaces

Content

The course introduces fundamental knowledge, skills and approaches in the field of interaction design.

- The course consists of:
 - Interaction and usability
 - Human-computer interaction
 - Graphical user interfaces
 - User-centered design methodology
 - Usability testing
 - Creative processes and development methods

- Design principles
- Accessibility

Type of Instruction

The teaching consists of lectures, laborations and seminars.

Examination

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

The examination consists of submission on mandatory hand in assignments. Publication of produced materials and both written report and oral presentation occurs.

Course Evaluation

During the course or in close connection to the course, a course evaluation is to be carried out. The result and analysis of the course evaluation are to be communicated to the students who have taken the course and to the students who are to participate in the course the next time it is offered. The course evaluation is carried out anonymously. The compiled report will be filed at the Faculty.

Required Reading and Additional Study Material

Required reading

Rogers, Yvonne, Sharp, Helen, & Preece, Jenny. (Latest edition). Interaction design: beyond human-computer interaction. New York: John Wiley & Sons. appr. 550 pages

Tidwell, Jenifer. (Latest edition) Designing interfaces, O'Reilly. appr. 520 pages