Linnæus University

Course syllabus

Faculty of Technology
Department of Computer Science and Media Technology

1ME332 Interaktionsdesign 2, 7,5 högskolepoäng
Interaction Design 2, 7.5 credits

Main field of study
Media Technology

Subject Group
Media Production

Level of classification
First Level

Progression
G1F

Date of Ratification
Approved 2016-01-11
Revised 2017-03-03 by Faculty of Technology.
The course syllabus is valid from autumn semester 2017

Prerequisites
NO VALUE DEFINED

Objectives

Upon completion of the course the student should:

- demonstrate the ability to conduct field studies for data collection
- demonstrate the ability to produce requirements regarding technology, function and user experience
- demonstrate the ability to analyze a design based on aspects of human cognition and perception
- demonstrate the ability to evaluate a design with a suitable prototyping method
- demonstrate knowledge of information architecture

Content

The course consists of:

- Cognition
- Perception
- Information architecture
- Data collection methods
- Field studies
- Requirements analysis
- Use cases
- Prototyping

Type of Instruction

The teaching consists of lectures, laborations and seminars. Mandatory hand in assignments are included.

Examination

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

The examination consists of submission of mandatory hand in assignments, seminars, oral exams and written exams.

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, Y., Sharp, H., & Preece, J. (Latest edition). Interaction design: beyond human-computer interaction. John Wiley & Sons. appr. 550 pages

Norman, D. A. (Latest edition). The design of everyday things: Revised and expanded edition. Basic books. appr. 300 pages