



Course syllabus

Faculty of Technology

Department of Computer Science and Media Technology

1ME333 Interaktionsdesign 3, 7,5 högskolepoäng

Interaction Design 3, 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 2016-06-30

The course syllabus is valid from spring semester 2017

Prerequisites

NO VALUE DEFINED

Objectives

Upon completion of the course the student should:

- Develop interactive applications using sensor-based interaction methods
- Develop animation-based interfaces
- Develop interaction using scripting tools
- Describe and reflect about design challenges related to the use of mobile devices

Specific goals for specialization in web technologies:

- Describe and reflect about sensor-based application development using object-oriented script languages

Specific goals for specialization in interactive media:

- Describe and reflect about animation of dynamic interfaces for sensor-based applications

Content

The course consists of:

- Design of sensor-based user interfaces, especially touch-based interfaces
- Animation techniques

- User-centered design
- Project methods for design processes
- Script programming

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 and written exams. The contents of the assignments vary depending on pre-requisites. A pass with distinction on the written exam is a requirement for receiving a pass with distinction for the course.

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

Gothelf, J., Seiden, J. (latest edition) Lean UX: Applying lean principles to improve user experience. O'Reilly Media. c:a 150 sidor.

Saffer, D. (latest edition) Microinteractions: Designing with details. O'Reilly Media. c:a 150 sidor.

Specialization in web technology

Lott, J., Schall, D. & Peters K. (latest edition) ActionScript 3.0 Cookbook Solutions And Examples for Flash Developers. O'Reilly Media. ISBN 9780596526955

Specialization in interactive media

Labrecque, J., Schwartz, R. (latest edition) Learn Adobe Animate CC for Interactive Media: Adobe Certified Associate Exam Preparation. Peachpit Press. 236 sidor

Web based material 300 pages