



## Course syllabus

Faculty of Arts and Humanities  
Department of Design

4DI446 Human Centered Design, processer, metodologi, 7,5  
högskolepoäng  
Human Centered Design, Processes, Methodology, 7.5 credits

### **Main field of study**

Design

### **Subject Group**

Design

### **Level of classification**

Second Level

### **Progression**

A1N

### **Date of Ratification**

Approved by Faculty of Arts and Humanities 2015-03-30  
The course syllabus is valid from autumn semester 2015

### **Prerequisites**

General entry requirements for studies at the second level and specific entry requirements:

- 90 credits in Design (including an independent project of at least 15 credits) or the equivalent,
- English B or the equivalent.

### **Objectives**

After completing the course, the student should be able to demonstrate broad and in-depth knowledge of a wide range of approaches, methods and techniques used to create relevant design processes and conduct prototype work.

### **Knowledge and understanding**

The student should be able to:

- describe and apply design approaches, methods and techniques,
- describe in which complex and limited contexts it is appropriate to use various design approaches, methods and techniques,
- describe how users' and other parties' knowledge and interests can be utilised with these design approaches, methods and techniques,
- describe how artefacts can be used in design work.

### **Competence and skills**

The student should be able to:

- create design processes relevant in complex contexts,
- apply various approaches and methods to create articulated design proposals for specified complex and limited contexts,
- demonstrate well-developed abilities to independently conduct creative design processes on the basis of incomplete information,
- clearly communicate their conclusions and the knowledge behind these to experts and people not familiar with the design field,
- conduct independent studies.

### **Judgement and approach**

The student should be able to:

- critically examine and evaluate the use of various design approaches, methods and techniques in relation to different projects and contexts,
- critically discuss various design approaches, methods and techniques in relation to individuals and society at large,
- demonstrate advanced abilities to reflect on their own design work.

### **Content**

The students gain experience of several possible design approaches, methods and techniques. By that, the students develop their understanding of the advantages and disadvantages of different approaches, methods and techniques in various complex contexts. The course covers various contexts which differ concerning the expected role of the designer, the field in which the design work is carried out, and the constraints of the context. The students develop broad and in-depth knowledge of a wide range of approaches, methods and techniques used to create relevant design processes and conduct prototype work.

### **Type of Instruction**

Teaching is delivered in the form of exercises, workshops, seminars, lectures and supervision.

### **Examination**

The course is assessed with the grades A, B, C, D, E, Fx or F.

In order to receive the grade of Pass, the intended learning outcomes must be achieved. The course is examined through presentations of artefacts and presentations in seminars.

The grade A is the highest grade and the grade E is the lowest grade for passing the course. The grade F means that the student's performance is assessed as failed.

For students who do not pass the first examinations, retake examinations are provided in accordance with local regulations at the university.

### **Course Evaluation**

At the end of the course, a course evaluation is conducted in line with regulations at Linnaeus University. The results of the evaluation are compiled into a course report which is filed with the department's administrator and brought up in the Programme Advisory Board. Results and possible measures are communicated to the person responsible for the course and presented to the students at the next course meeting.

### **Credit Overlap**

This course cannot be part of a degree in combination with another course in which the content fully or partly correspond to the content of this course: The course overlaps completely with 4DI411 Human Centered Design, Processes, Methodology, 7.5 credits.

### **Other**

Study visits might be included in the course.

The student is expected to pay for these study visits, including costs for material,

accommodation and travels to and from campus.

Assessment criteria for the A-F scale are communicated to the students in a separate document. The students are informed about the assessment criteria when the course starts, at the latest. Any costs for material and printouts are paid by the student.

## Required Reading and Additional Study Material

### Required Reading

Compendia with articles, papers and extracts (ca 200 pages).

### Additional Study Material

Aagaard Nielsen, Kurt & Svensson, Lennart (eds.) (the latest edition) *Action Research and Interactive Research, Beyond practice and theory*, Maastricht: Shaker Publishing.

Buxton, Bill (the latest edition) *Sketching User Experiences, getting the design right and the right design*, Morgan Kaufmann.

Cagan, J. & Vogel, C. M. (the latest edition) *Creating breakthrough products: innovation from product planning to program approval*, Upper Saddle River, N.J., Financial Times/Prentice Hall.

Dunne, Anthony & Raby, Fiona (the latest edition) *Design noir : the secret life of electronic objects* Basel: Birkhäuser.

Gedenryd, H. (the latest edition) *How Designers Work. Making Sense of Authentic Cognitive Activities*. Lund University Cognitive Studies [No.] 75. Lund

Krippendorff, K. (the latest edition) *The semantic turn: new foundations for design*, Boca Raton, Fla.; London, CRC

Laurell, Brenda (ed) (the latest edition) *Design research: methods and perspectives*, Cambridge, MA: MIT Press.

Lawson, Bryan (the latest edition) *What designers think, the design process demystified*, 4th ed. Oxford, UK: Architectural Press.

Lawson, Bryan (the latest edition) *What designers know*, Oxford: Architectural Press.

Nelson, H & Stolterman, E. (the latest edition) *The Design Way: intentional change in an unpredictable world*, New Jersey: Educational Technology Publications.

Sanders, Elisabeth & Stappers, Pieter Jan (the latest edition) *Co-creation and the new landscapes of design, CoDesign*, Taylor & Francis.

Thackara, John (the latest edition) *In the Bubble, Designing in a Complex World*, Cambridge, MA: The MIT Press.

Ulrich, K. T. & Eppinger, S. D. (the latest edition) *Product design and development*, New York: McGrawHill.

Utterback, J. M. (the latest edition) *Design-inspired innovation*, Singapore: World Scientific Publishing.

Ylirisku, Salu & Buur, Jacob. (the latest edition) *Designing with Video, Focusing the User-centred Design Process*, London: Springer Verlag.