



Course syllabus

Faculty of Technology
Department of Media Technology

4ME204 Kravspecifikation & design för sociala medier, 4,5
högskolepoäng

Social Media Requirements & Design, 4.5 credits

Main field of study

Media Technology

Subject Group

Media Production

Level of classification

Second Level

Progression

A1N

Date of Ratification

Approved by Faculty of Technology 2014-06-17

The course syllabus is valid from autumn semester 2014

Prerequisites

Basic eligibility for studies. Bachelor degree in Media Technology. Computer Science or equivalent subject. Candidates that do not fulfill these prerequisites can have their relevant working experience validated as a prerequisite knowledge. In principle two years of relevant working experience are considered equivalent to one year of university studies at basic level.

Objectives

Upon completion of this course, students should be able to

- understand the requirements of social media applications
- discuss relevant conceptual frameworks for designing social media applications and services
- explore and use different design approaches and technologies for the creation of social media content and services
- understand the processes of modeling, analysis and evolution of social media systems.

Content

This course is for designers and software developers who are interested in conceptualizing and creating social media applications and services. This course will provide new insights and perspectives with regard to how to conceptualize social media applications and services. Special focus will be given to the interplay between theories of social communication and their relation to requirements approaches and design techniques.

The course consists of:

- Communicative aspects and analysis of different social media applications and services.
- Exploration of different approaches for designing, creating and reusing social media content.
- Investigation of different design patterns and technologies for implementing social media applications and services.
- Practical activities and hands on work with different tools and techniques for exploring the points above.

Type of Instruction

Lectures, seminars, workshops and project work.

Examination

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

Assessment in this course will be comprised of: written and/or oral examinations, assignments as well as mandatory seminar work. At the beginning of the course it will be decided on what types of assessment used.

Students who do not pass the regular examination are given the opportunity to do a reexamination shortly after the regular exam.

On request, students may have their credits translated to ECTSmarks. Such a request must be sent to the examiner before the grading process starts.

Course Evaluation

A course evaluation will be carried out and compiled after the course is completed. The compilation will be presented to the current board as well as to the students and filed.

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 4ME104 with 4,5 credits.

Required Reading and Additional Study Material

Required reading

Howard, T. (2010). Design to Thrive: Creating Social Networks and Online Communities that Last. Morgan Kaufman, Burlington, MA, USA, Latest Edition. 120 (248) pages.

Daigneau, R. (2011). Service Design Patterns: fundamental design solutions for SOAP/WSDL and restful Web Services. Addison-Wesley. 120 (352) pages

Department of Media Technology, on-line materials, 150 pages