



## Interaction Design

### Interaktionsdesign

7.5 credits

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**Ladok Code:** 21ID2B

**Version:** 1.0

**Established by:** The Teaching Committee 2013-12-11

**Valid from:** Autumn 2013

**Education Cycle:** First cycle

**Main Field of Study (Progressive Specialisation):** Informatics (G1F)

**Disciplinary Domain:** Natural sciences

**Prerequisites:** Passed courses of at least 7.5 ECTS in Informatics.

**Subject Area:** Informatics/Computer and Systems Sciences

**Grading Scale:** ECTS-credits

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### Content

- Human-computer interaction
- User experience design
- Design theory and methodologies
- Users
- Deliverables and prototypes
- Scenarios, personas, and storyboards
- Interactive design process
- Data gathering methods and evaluation methods
- Design tools
- Communication and presentation
- Creativity in the design process

### Learning Outcomes

The overall goal is for students to acquire the ability to discuss and argue for different ways to approach the design of digital artifacts from the perspective of user experience design. Students will also be able to follow through a complete design project, from assessment of the problem space to solution.

After completion of the course students should be able to:

#### *Knowledge and Understanding*

1. discuss the essential qualities of human - computer interaction from the perspective of user experience design.
2. understand the relationship between interaction design, human-computer interaction, usability, user experience and information architecture,
3. discuss interaction designers participating in the design of digital artifacts, services and experiences,
4. understand the impact of different design perspectives on the design of digital artifacts
5. describe the various basic principles of user-based approaches such as user-centered design or co-design,
6. describe basic design practice
7. be proficient in basic project management from a design perspective
8. have knowledge of design-oriented development methods
9. have detailed knowledge of results, techniques and prototypes for communication of projects both within the team and to others.

#### *Skills and Abilities*

10. analyze a situation to determine the appropriate design process and design method based on users, tasks, and relevant artifacts,
11. identify the deliverables that are necessary in this process,
12. demonstrate practical problem-solving skills and the ability to design solutions through research, methods, deliverables and techniques, and

#### *Judgement and Approach*

13. show an understanding of what interaction design is, what its contribution to the design of digital artifacts can be, and what general questions users may experience when interacting with digital systems that can be solved by a more user-centered, less technology-driven approach.

### **Forms of Teaching**

Tuition consists of lectures, work shops, group work, group supervision and presentations..

Tuition is conducted in English.

### **Forms of Examination**

The examination consists of three parts:

- a mandatory design project that is solved in teams, documented in a written report and in appropriate deliverables presented at seminars with compulsory attendance (learning outcomes 6-13), and
- continually blogging and presentations of blogs (learning outcomes 1-9 and 13), and
- a written exam that covers the concepts and theories discussed in lectures, tutorials and literature (learning outcomes 1-6, 8-9 and 13).

Team work will account for 55% of the final assessment while the written examination accounts for the remaining 45%.

The combined score gives the following course grade:

- Greater than or equal to 60% but less than 67% gives the grade of E
- Greater than or equal to 67% but less than 73% gives the grade of D
- Greater than or equal to 73% but less than 80% gives the grade of C
- Greater than or equal to 80% but less than 90% gives the grade of B
- Greater than or equal to 90% gives the grade of A

Student's rights and obligations at the examination are in accordance with guidelines and rules for the University of Borås.

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### **Literature and Other Teaching Materials**

Preece, J, Rogers, Y., & Sharp H. (2011) *Interaction Design: Beyond Human - Computer Interaction*, 3rd Edition John Wiley & Sons.

### **Student Influence and Evaluation**

The course is evaluated in accordance with the school's guidelines, in which students' views will be obtained. The results of the evaluation will be published and fed back to participating and prospective students in accordance with the school's guidelines, and will provide the basis for future course and program development.

### **Miscellaneous**

The course is given in the Business Informatics and Systems Science programme and for International Students.