



## **Interaction Design: Usability and Interaction in Digital Environments** **Interaktionsdesign: användbarhet och interaktion i digitala miljöer**

7.5 credits

7.5 högskolepoäng

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**Ladok Code:** 32LIA1

**Version:** 1.0

**Established by:** The Teaching Committee 2014-01-29

**Valid from:** Spring 2014

**Education Cycle:** Second cycle

**Main Field of Study (Progressive Specialisation):** Library and Information Science (A1N)

**Disciplinary Domain:** other

**Prerequisites:**

**Subject Area:** Library and Information Science

**Grading Scale:** ECTS-credits

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### **Content**

The course is intended to introduce the students to interaction design as disciplinary and professional domain and develop independent abilities to apply theories and methods for the development of digital services for different target groups and purposes. The course comprises the following main elements:

- Foundational design concepts and principles
- The design process.
- Personas, scenarios, contextual inquiry and prototypes (design tools and methods).
- Sustainable development perspectives on the development of digital resources and services.

### **Learning Outcomes**

After completion of the course the student will be able to:

- demonstrate knowledge and understanding of fundamental concepts, theories and methods in interaction design,
- demonstrate abilities to plan and implement basic investigations of target groups and their needs,
- demonstrate abilities to plan and implement basic investigations of users' interactions with digital resources or prototypes for these,
- demonstrate abilities to analyse empirical material and develop prototypes for digital services,
- be able to motivate and present arguments in favour of development of interfaces and functionalities based on established theories and principles of interaction design, and
- demonstrate capabilities to independently identify and evaluate aspects related to social, environmental or economically sustainable development.

### **Forms of Teaching**

Teaching and course work comprises written assignments, seminars, lectures, practical demonstrations and supervision.

The language of teaching is English.

### **Forms of Examination**

The course is examined through reports and project work.

EC-scale: F/FX/E/D/C/B/A

In the event of changes in course plans students who wish to complete courses can be examined on the basis of the most recent version of the course plan. For courses that are no longer running, students who wish to complete such courses can read all or

part of an equivalent course. (This is in accordance with the Director's decision, Dnr 516-13, 11th June, 2013)

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

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

Anschuetz, L. & Rosenbaum, S. (2003). Ethnographic Interviews Guide Design of Ford Vehicles Website. CHI 2003, April 5-10, 2003, Ft. Lauderdale, Florida, USA, pp. 652-653. (2 pp.) [Available in electronic form]

Cockton, Gilbert (2013): Usability Evaluation. In: Soegaard, Mads and Dam, Rikke Friis (eds.). The Encyclopedia of Human-Computer Interaction, 2nd Ed. Aarhus, Denmark: The Interaction Design Foundation. (app. 50 pp.) [Available in electronic form]

Hassenzahl, Marc (2013): User Experience and Experience Design. In: Soegaard, Mads and Dam, Rikke Friis (eds.). The Encyclopedia of Human-Computer Interaction, 2nd Ed. Aarhus, Denmark: The Interaction Design Foundation. (app. 25 pp.) [Available in electronic form]

Holtzblatt, Karen and Beyer, Hugh R. (2013): Contextual Design. In: Soegaard, Mads and Dam, Rikke Friis (eds.). The Encyclopedia of Human-Computer Interaction, 2nd Ed. Aarhus, Denmark: The Interaction Design Foundation. (app. 25 pp.) [Available in electronic form]

Kantner, L., Hinderer Sova, D., & Rosenbaum, S. (2003). Alternative Methods for Field Usability Research. SIGDOC'03, October 12-15, 2003, San Francisco, California, USA, pp. 68-72. (5 pp.) [Available in electronic form]

Lowgren, Jonas (2013): Interaction Design. In: Soegaard, Mads and Dam, Rikke Friis (eds.). The Encyclopedia of Human-Computer Interaction, 2nd Ed. Aarhus, Denmark: The Interaction Design Foundation. (app. 10 pp.) [Available in electronic form]

Nielsen, Lene (2013): Personas. In: Soegaard, Mads and Dam, Rikke Friis (eds.). The Encyclopedia of Human-Computer Interaction, 2nd Ed. Aarhus, Denmark: The Interaction Design Foundation. (app. 30 pp.) [Available in electronic form]

Redish, J. (2012) Letting go of the Words. (select sections, app. 200 pp.) [Available in electronic form]

Sharp, H., Rogers, Y. & Preece, J. (2011). Interaction Design: Beyond Human-Computer Interaction (3rd ed.). Chichester: Wiley. (select sections, app. 250 pp.) [Available in electronic form]

Individually retrieved literature to be added, app. 50 pp.

### **Student Influence and Evaluation**

Students assessments of courses will be systematically collected in written and/or oral form and reported back to students. Assessments will form the basis of the future development of courses. See further the University's policy for course evaluation: dnr 56-02-10, the University College of Borås, 7th June 2005.

### **Miscellaneous**

The course is a part of Mastersprogramme Library and Information Science, Digital Library and Information Services.