UNIVERSITY OF BORÅS

Interaction Design
Interaktionsdesign
7.5 credits
7.5 högskolepoäng

Ladok Code: 21ID1B
Version: 2.0
Established by: The Teaching Committee 2012-06-12
Valid from: Autumn 2012

Education Cycle: First cycle
Main Field of Study (Progressive Specialisation): Informatics (G1F)
Disciplinary Domain: Natural sciences
Prerequisites: These prerequisites do not apply to students within the programme Science without Borders.
Passed courses of at least 7.5 ECTS in Informatics. Verified knowledge of English corresponding to the course English B in the Swedish Upper Secondary School.
Subject Area: Informatics/Computer and Systems Sciences
Grading Scale: Fail (U), Pass (G) or Pass with Distinction (VG)

Content

- Human-computer interaction
- User experience design
- Design theory and methodologies
- Users
- Deliverables and prototypes
- Scenarios, personas, customerjourneys, storyboards
- Design-oriented development methodologies
- 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.

Knowledge and Understanding
- Discuss the essential characteristics of human-computer interaction from a user experience perspective
- Understand the relationships between interaction design, human-computer-interaction, usability, user experience and information architecture
- Discuss the interaction designer's involvement in the design of digital artifacts, services and experiences
- Describe the various principles underlying user-based methodologies such as user-centered design or co-design
- Account for basic design theory
- Account for basic applied design practice
- Understand the implications of different design perspectives on the design of digital artifacts
- Have working knowledge of basic project management from a design perspective
- Have working knowledge of how to apply design oriented development methodologies
- Have informed knowledge of deliverables, techniques and prototyping methods for both in-team and out-of-team communication of a project

Skills and Abilities
After completion of the course students should be able to
- Analyze a situation to determine an appropriate design process and design procedure according to the users, tasks and artifacts involved
- Identify which deliverables are necessary steps in that procedure
- Demonstrate practical problem-solving skills and the ability to design a solution by implementing the necessary research, methods, deliverables, and techniques

Judgement and Approach
After completing this course the student is expected to demonstrate an understanding what interaction design is, what its contribution to the design of digital artifacts can be and of the general issues users can experience when interacting with digital systems that might be solved by a better, more user-concerned and non technology-driven approach.

Forms of Teaching

Tuition consists of lectures, group work, group supervision and presentations..
Compatibly with the course schedule, international guests will be invited to offer their professional perspective on specific design issues encountered during our work via tele-presence.
Tuition is conducted in English.

Forms of Examination

Progress through the course will be assessed by means of two distinct but complementary moments. A mandatory design task that I s solved in groups, documented in a written report and in appropriate deliverables that will be indicated during the course, presented at seminars with compulsory attendance, and a written individual exam dealing with the concepts and theory exposed in the lectures, during supervision and through suggested course literature.
Group work will account for 45% of the final grading, with the individual written exam accounting for the remaining 55%. A combined score of 60% means pass (G) and scores over 80% mean pass with distinction (VG).

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

Cooper, A (2004) *The Inmates are Running the Asylum* Sams – Pearsons Education
Lidwell, W., Holden, K., & Butler, J. (2003) *Universal Principles of Design* Rockport Publishers
Löwgren, J, & Stolterman, E, . (2005) *Thoughtful Interaction Design* MIT Press

Lecture notes and compendium materials.

Student Influence and Evaluation

The compilation is made public in accordance with the Schools regulations and will be the foundation for future course planning and is part of the program evaluation that is carried out.

Miscellaneous

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