UNIVERSITY OF BORÅS

Interaction Design: Usability and Interaction in Digital Environments
Interaktionsdesign: användbarhet och interaktion i digitala miljöer
7.5 credits
7.5 högskolepoäng

Ladok Code: 32LIA1
Version: 8.0
Established by: Committee for Education in Librarianship, Information, and IT 2019-02-05
Valid from: Spring 2019

Education Cycle: Second cycle
Main Field of Study (Progressive Specialisation): Library and Information Science (A1N)
Disciplinary Domain: other
Prerequisites: Degree of Bachelor.
Subject Area: Library and Information Science
Grading Scale: ECTS-credits

Content

The course is intended to introduce the students to interaction design as a 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)

Learning Outcomes

After completion of the course the student should be able to, concerning,

Knowledge and Understanding
1.1 Describe fundamental concepts, theories and methods in interaction design
1.2 Demonstrate an understanding of the consequences of more or less suitable interaction design solutions
1.3 Describe common indicators in the area of performance measurement

Competence and skills
2.1 Plan and implement basic investigations of target groups and their needs
2.2 Plan and implement basic investigations of users' interactions with digital resources or their prototypes
2.3 Analyse empirical material and develop prototypes for digital services

Judgement and approach
3.1 Based in established theories and principles of interaction design, orally and in writing argue for and evaluate suggested interface and functionality development
3.2 Be able to assess what constitutes good/bad interaction design solutions for a particular purpose and situation.

Forms of Teaching

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

The language of instruction is English.

Forms of Examination

The course is examined through the following examination forms:

- Group project: written assignment – report
Learning Outcome: 1.1-1.3, 3.2
Points: 2.0
Grading scale: Pass (G) or Fail (U)

- Group project: written assignment – interaction design project
Learning Outcome: 2.1-2.3, 3.1
Points: 4.5
Grading scale: A-F

- Oral presentation: evaluation and feedback
Learning Outcome:3.1
Points:1.0
Grading scale: Pass (G) or Fail (U)

The grades for the two project tasks are determined based on a log document that documents each individual's contribution to the project activities during the course. For a passing grade (A-E) on the entire course, the grade Pass (G) is required on *Group project: written assignment – report* and *Oral presentation: evaluation and feedback* together with at least grade E on *Group project: written assignment – interaction design project*. A higher grade on the entire course is thereafter determined by the grade on *Group project: written assignment – interaction design project*.

The examiner can decide that *Group project: written assignment – report* and *Group project: written assignment – interaction design project* can be replaced by individual written assignments if the student has failed or not participated in one or both of these assignments during the course.

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.

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

Literature and Other Teaching Materials

The course literature is in English.

Krug, S. (2014). Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability (3rd ed.). Berkeley, CA: New Riders. (190 p.)

Sharp, H., Rogers, Y. & Preece, J. (2015). Interaction Design: Beyond Human-Computer Interaction (4th ed.). Chichester: Wiley. (522 p.) [Available electronically]

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

Student Influence and Evaluation

The course is evaluated in accordance with the current guidelines for course evaluations at the University of Borås, where students' views should be sought. The course evaluation report will be published and disseminated to participating and prospective students in accordance with the current guidelines, and forms the basis for future development of courses and training programs. The course coordinator is responsible for that the evaluation is performed according to current guidelines.

Miscellaneous

The course is a part of *Master's programme: Library and Information Science, Digital Library and Information Services*, *Master in Library and Information Science, distance education* and is offered as a freestanding course.