



## Interaction design: Process and method

### Interaktionsdesign: Process och metod

7.5 credits

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**Ladok Code:** C3FID1

**Version:** 1.0

**Established by:** Committee for Education in Librarianship, Information, and IT 2022-09-05

**Valid from:** Spring 2023

**Education Cycle:** Second cycle

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

**Disciplinary Domain:** Natural sciences

**Prerequisites:** Degree of Bachelor

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

**Grading Scale:** Seven-degree grading scale (A-F)

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## Content

Interaction design is a user-centered process concerning creation of conditions for interaction with and through interactive products and services. The user and their experience is in focus. The purpose of this hands-on-course is to give students the opportunity to develop theoretical and practical competence in design with focus on the user experience of interaction with different types of interfaces. The course is specifically about planning and implementing a user-centered design process for an interactive product or service. The goal is to give the students an understanding of the use of, and the idea behind, sketching and prototyping in this process.

Topics covered are:

- Concepts, methods and tools in interaction design
- Design principles and guidelines for user interfaces
- Sketching idea concept
- Prototyping in a digital prototyping tool
- Methods for evaluating user experience and usability

## Learning Outcomes

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

### *Knowledge and understanding*

- 1.1 describe the starting points for and concepts in interaction design
- 1.2 describe and explain basic prerequisites for people's interaction with digital and physical artifacts,
- 1.3 describe the choice of appropriate methods and design tools in different design phases and contexts.

### *Competence and skills*

- 2.1 plan and carry out basic investigations of the needs of target groups,
- 2.2 use sketching to reflect, share and evaluate different design proposals
- 2.3 develop prototypes of interactive products and services,
- 2.4 plan and carry out basic evaluation of user interaction and experience of the interactive product or service,
- 2.5 document measurable user and operational requirements as well as the final design in terms of a design specification.

### *Judgement and approach*

- 3.1 motivate, argue for and reflect upon the own design proposal

## Forms of Teaching

- Lectures

- Workshops
- Seminars
- Supervision

The language of instruction is English.

### **Forms of Examination**

The course is examined through the following examination forms:

Seminar: Presentation of project idea in group

Learning outcomes: 2.1, 2.2

Credits: 1 hp

Grading scale: UG

Project report: Project work in group

Learning outcomes: 1.1-1.3, 2.1-2.5, 3.1

Credits: 4,5 hp

Grading scale: Seven-degree grading scale (A-F)

Seminar: Final presentation of project in group

Learning outcomes: 3.1

Credits: 2 hp

Grading scale: UG

For a passing grade (A-E) on the entire course, a minimum grade of E is required on Project Report: Project work in a group and grade Pass (G) on the other examination forms. A higher grade for the entire course is then based on Project report: Project work in a group.

The examiner can decide that a Seminar can be replaced with a written assignment or an oral examination if the student failed or did not participate in this part during the course. Those who have passed an exam may not take part in a renewed exam for a higher grade.

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.

If the student has received a decision/recommendation regarding special pedagogical support from the University of Borås due to disability or special needs, the examiner has the right to make accommodations when it comes to examination. The examiner must, based on the objectives of the course syllabus, determine whether the examination can be adapted in accordance with the decision/recommendation.

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.

Greenberg, S., Carpendale, S., Marquardt, N. & Buxton, B. (2011). Sketching User Experiences: The Workbook. Morgan Kaufmann. (272 pages) [Available electronically]

McElroy, K. (2017). Prototyping for Designers: Developing the best digital & physical products. O'Reilly. (326 pages) [Available electronically].

Sharp, H., Preece, J. & Rogers, Y. (2019) Interaction design - Beyond human-computer interaction (5th ed.). John Wiley & Sons. (659 pages) [Available electronically]

### **Student Influence and Evaluation**

The course is evaluated in accordance with current guidelines for course evaluations at the University of Borås in which students' views are to be gathered. The course evaluation report is published and returned to participating and prospective students in accordance with the above-mentioned guidelines, and will be taken into consideration in the future development of courses and education programmes. Course coordinators are responsible for ensuring that the evaluations are conducted as described above.

### **Miscellaneous**

This syllabus is a translation from the Swedish original.

The course is a free standing course.

