



LUNDS UNIVERSITET
Lunds Tekniska Högskola

Course syllabus

Interaktionsdesign, processkurs **Interaction Design, Process Course**

MAMF60, 7,5 credits, G2 (First Cycle)

Valid for: 2023/24

Faculty: Faculty of Engineering, LTH

Decided by: PLED C/D

Date of Decision: 2023-04-18

General Information

Main field: Technology.

Compulsory for: C2

Language of instruction: The course will be given in Swedish

Aim

The student shall acquire an overview of the multi-disciplinary area interaction design with a focus on the usability-oriented design process. The student will, through a mix of theory and practice, acquire skills to design usable interactive products and services.

Learning outcomes

Knowledge and understanding

For a passing grade the student must

- explain the principles behind a usability-oriented design process
- differentiate phases of the design process
- describe and discuss established methods in the field of interaction design
- account for similarities and differences in different usability-oriented design methods

Competences and skills

For a passing grade the student must

- identify users' needs and requirements
- plan design projects with regard to designing usability requirements and meeting users' needs
- use key concepts in the subject area of interaction design
- apply a usability-oriented design process when designing prototypes for interactive

products and services

- master a range of interaction design methods for designing interactive products and services.
- perform analysis and evaluation of usability of interactive products and services evaluation ability and approach

Judgement and approach

For a passing grade the student must

- make informed design choices based on empirical data and theory
- propose and justify changes to interactive products and services
- reflect on different principles behind a usability-oriented design process and how they differ in terms of theory, method and application
- communicate the interactive features of a product or service with the support of concepts and principles in the field of interaction design

Contents

The structure of the course is based on the usability-oriented design process, where lectures, workshops and project-oriented-work are used to create an overall picture. Methods, theories and guidelines from interaction design research are presented. Furthermore, theories, methods and techniques for usability-oriented design are taught.

Central areas of the course include:

Usability, user experience, the design process, user studies, usability goals, conceptual design, interaction techniques, usability evaluation.

Examination details

Grading scale: TH - (U,3,4,5) - (Fail, Three, Four, Five)

Assessment: Written midtest, written exam and approved project. The final grade is based on the midtest, the exam and the project.

The examiner, in consultation with Disability Support Services, may deviate from the regular form of examination in order to provide a permanently disabled student with a form of examination equivalent to that of a student without a disability.

Parts

Code: 0122. **Name:** Examination.

Credits: 3,5. **Grading scale:** TH. **Assessment:** Passed examination **Contents:** Written examination

Code: 0222. **Name:** Project Work.

Credits: 3. **Grading scale:** TH. **Assessment:** Passed project work

Code: 0322. **Name:** Test.

Credits: 1. **Grading scale:** TH. **Assessment:** Passed test **Contents:** Written test

Admission

Admission requirements:

- MAMA20 Cognition and Interaction Design

The number of participants is limited to: No

The course overlaps following course/s: MAMN25

Reading list

- Helen Sharp, Yvonne Rogers & Jenny Preece: Interaction design - beyond human-computer interaction, 5th ed. 2019.

Contact and other information

Teacher: Christofer Rydenfält, christofer.rydenfalt@design.lth.se

Examiner: Johanna Persson, johanna.persson@design.lth.se

Course coordinator: Susanne Frennert, susanne.frennert@design.lth.se

Course homepage: <http://www.eat.lth.se/kurser>

Further information: Compulsory parts: introduction lecture, workshops, project presentations, written report, written examination and digital assessment