



LUNDS UNIVERSITET
Lunds Tekniska Högskola

Course syllabus

Interaktionsdesign Interaction Design

MAMN25, 7,5 credits, A (Second 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: Virtual Reality and Augmented Reality.

Compulsory for: MD5, MVAR1

Elective for: BME5-bdr, D4-bg, D4-se, F4, L4-gi

Language of instruction: The course will be given in English on demand

Aim

The purpose of the course is to provide an overall understanding of the area of interaction design with its central concepts, theories and methods. The focus is both on a user-centred design process and concrete design of digital technology. The knowledge is acquired through theoretical and practical elements.

Interaction design competence contributes to a sustainable and ethical interplay between people and technology in the society.

Learning outcomes

Knowledge and understanding

For a passing grade the student must

- Describe and reflect upon interaction design with its central concepts, theories and methods.
- Demonstrate a good understanding of the practical application of interaction design and the process of working user-centered.

Competences and skills

For a passing grade the student must

- Thoroughly explain concepts, theories and methods in the field of interaction design.
- Fulfil a group assignment including a user-centred design process.
- Develop and present a prototype of an interactive, digital product/service.
- Summarise and analyse the design process and the prototype using central concepts from theory.
- Visually and orally present the project.

Judgement and approach

For a passing grade the student must

- Suggest and motivate changes of interactive, digital products/services.
- Judge the design process and its interactive prototype.

Contents

Concepts, theory, and methods, central for the field of interaction design and the design process are presented.

Central elements of the course include: Interaction design, usability and user experience, HCI (Human-computer interaction), design principles, prototyping and prototyping tools, project management.

Examination details

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

Assessment: For a passing grade approved article seminar, approved home exam, approved group project and participation in mandatory sections are required. The final grade is based on a balance between the home exam and group 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: 0118. **Name:** Individual Assignment.

Credits: 4,5. **Grading scale:** TH. **Assessment:** Approved article seminar and approved home examination.

Contents: Article seminar and written individual home examination.

Code: 0218. **Name:** Group Project Assignment.

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

Admission

Assumed prior knowledge: MAMA11 Cognitive and Physical Ergonomics, MAMF30 Ergonomics, EXTA65 Cognition, ETIF20 E-health or similar.

The number of participants is limited to: No

The course overlaps following course/s: MAMA15

Reading list

- The course literature consists of web-based material, scientific research publications, public lectures and interactive educational materials.

Contact and other information

Course coordinator: Johanna Persson, johanna.persson@design.lth.se

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

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