



*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](mailto:johanna.persson@design.lth.se)

**Examiner:** Christofer Rydenfält, [christofer.rydenfalt@design.lth.se](mailto:christofer.rydenfalt@design.lth.se)

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