



# LTH

FACULTY OF  
ENGINEERING

*Course syllabus*

## Teoretiska perspektiv inom interaktionsdesign Theoretical Perspectives in Interaction Design

**MAMN50, 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:** MVAR1

**Elective for:** C4-da, D5-se

**Language of instruction:** The course will be given in English

### Aim

The student shall acquire a good theoretical foundation with regards to contemporary interaction design theory and be able to apply theory as well as evaluate others use of theory within the field of interaction design.

### Learning outcomes

#### *Knowledge and understanding*

For a passing grade the student must

- Describe and discuss major theoretical perspectives within the field interaction design.
- Compare and relate major theoretical perspectives within the field of interaction design to each another.
- Show a profound depth knowledge of at least one theoretical perspective.

#### *Competences and skills*

For a passing grade the student must

- Thoughtfully choose and apply theoretical perspectives in the field of interaction design to a given task, which can be purely theoretical or related to a research project.
- Show the ability to summarize the essence of one theoretical perspective and communicate it to others.
- Show the ability to communicate the interactive features of interactive products and services using concepts and principles from the field of interaction design.

#### *Judgement and approach*

For a passing grade the student must

- Show the ability to assess others application of theory in the field of interaction design and be able to suggest potential areas for improvement.
- Thoughtfully suggest a theoretical foundation given a specific interaction design problem.

## Contents

Central areas of the course include:

Usability, user experience, human factors, design thinking and philosophical and theoretical perspectives on interaction design and technology, for instance; activity theory, distributed cognition, post cognitive trends and AI, ethnomethodology and situated cognition, and phenomenography and post phenomenography.

## Examination details

**Grading scale:** UG - (U,G) - (Fail, Pass)

**Assessment:** Written individual reflections, student led seminar and seminar outline, and project report. For the final grade all parts must be approved.

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:** 0121. **Name:** Project Work.

**Credits:** 4,5. **Grading scale:** UG. **Assessment:** Approved project work and approved project report.

**Contents:** Project work including the project report

**Code:** 0221. **Name:** Individual Reflections.

**Credits:** 1. **Grading scale:** UG. **Assessment:** Approved written reflections **Contents:** Individual written reflections on literature and seminars.

**Code:** 0321. **Name:** Student Led Seminar.

**Credits:** 2. **Grading scale:** UG. **Assessment:** Approved seminar and seminar outline. **Contents:** Student led seminar including a synopsis for the seminar outline and preparatory work such as reading

## Admission

### Admission requirements:

- MAMA15 Interaction Design, Basic Course or MAMN25 Interaction Design or MAMF60 Interaction Design, Process Course or approved article seminar in MAMN25

**Assumed prior knowledge:** MAMN25 Interaction Design.

**The number of participants is limited to:** 25

**Selection:** Students on the International Master's programme in Virtual Reality and Augmented Reality are prioritized and granted admission. Other students fulfilling the prerequisites are admitted based on number of obtained study credits.

## Reading list

- Yvonne Rogers : HCI Theory: Classical, Modern, and Contemporary. Morgan & Claypool, 2012.
- Research articles central to the course. Approximately 150 pages scientific articles provided by the course coordinator.
- Literature for the course project. Approximately 500 pages of scientific literature related to the course project selected in dialogue with the course coordinator and teachers at the course.

## Contact and other information

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

**Examiner:** Johanna Persson, [johanna.persson@design.lth.se](mailto:johanna.persson@design.lth.se)

**Teacher:** Mattias Wallergård, [mattias.wallergard@design.lth.se](mailto:mattias.wallergard@design.lth.se)

**Teacher:** Susanne Frennert, [susanne.frennert@design.lth.se](mailto:susanne.frennert@design.lth.se)

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

**Further information:** We require 80% attendance to course activities. Furthermore, participation at one's own student led seminar and project presentation is compulsory. Absence of more than 20% can, if there are special reasons, be compensated in the form of assignments that is determined in consultation with the course coordinator. The supplementary assignments will be selected based on the content of the items that have been missed.