



# DH2620 Human-Computer Interaction, Introductory Course 6.0 credits

Människa-datorinteraktion, inledande kurs

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Course syllabus for DH2620 valid from Spring 13

This is a translation of the Swedish, legally binding, course syllabus.

**Grading scale:** A, B, C, D, E, FX, F

**Education cycle:** Second cycle

**Main field of study:** Computer Science and Engineering

## Intended learning outcomes

In this course you will train on approaching realistic and therefore partially formulated problems that involve both humans and technology.

After this course you will be able to practically:

apply established methods for

- identifying what characterizes an interactive products' target group and use situation from a given design task
- formulate realistic requirements for a given design task, through the analysis of the present situation (user studies, studies of existing technology, HCI theories)
- design and judge alternative solution, as well as reason about their qualities and limitations in a group, based on literature, user studies and experience of other existing technologies
- gestalt design with the help of different tools and materials, from paper sketches to digital interactive prototypes
- evaluate your and others' design with and without users, to support well grounded design decisions in HCI

make design reflections as part of an iterative design process, and ground them in relevant HCI theories and methods

communicate and present design properties of interactive artifacts for different stakeholders

relate HCI theories and methods to other system development principles

relate HCI theories and methods to economical factors.

## Course main content

Theoretical and practical aspects of the human cognitive capabilities and implications for the use of interactive computer systems. How usability design can support the user. Overview of theories of behavioural science and how they relate to design and use of interactive computer systems.

The students perform a small investigation relating to human-computer interaction.

The students learn to analyse user requirements, user interfaces and work situations and will be asked to suggest modifications of software.

The students are obliged to work independently and actively in parallel to the course schedule.

## Language of instruction

Language of instruction is specified in the course offering information in the course and programme directory.

## Eligibility

Single course students: 90 university credits including 45 university credits in Mathematics or Information Technology. Swedish B, or equivalent and English A, or equivalent.

## Literature

Meddelas senast 4 veckor före kursstart på kursens hemsida.

## Examination

- PRO1 - Project, 3.0 credits, grading scale: P, F
- UPP1 - Exercise, 3.0 credits, grading scale: A, B, C, D, E, FX, F

In this course all the regulations of the code of honor at the School of Computer science and Communication apply, see: [http://www.kth.se/csc/student/hederskodex/1.17237?l=en\\_UK](http://www.kth.se/csc/student/hederskodex/1.17237?l=en_UK).