



# DH1620 Human-Computer Interaction, Introductory Course

## 6.0 credits

### Människa-datorinteraktion, inledande kurs

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

If the course is discontinued, students may request to be examined during the following two academic years

## Establishment

Course syllabus for DH1620 valid from Spring 2019

## Grading scale

A, B, C, D, E, FX, F

## Education cycle

First cycle

## Main field of study

Technology

## Language of instruction

The language of instruction is specified in the course offering information in the course catalogue.

# 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 contents

The course presents theoretical and practical presentation of human aspects of the use and development of interactive computer systems and how usability design can aid the user to perform hers/his tasks fluently. Overview of methods and theories of behavioural science and how they relate to design and use of interactive computer systems. Focus will be on different forms of established practice within the field of HCI.

## Specific prerequisites

## Course literature

Meddelas senast 4 veckor före kursstart på kursens hemsida.

# Examination

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

Based on recommendation from KTH's coordinator for disabilities, the examiner will decide how to adapt an examination for students with documented disability.

The examiner may apply another examination format when re-examining individual students.

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).

## Ethical approach

- All members of a group are responsible for the group's work.
- In any assessment, every student shall honestly disclose any help received and sources used.
- In an oral assessment, every student shall be able to present and answer questions about the entire assignment and solution.