DH224X Degree Project in Human-Computer Interaction, Second Cycle 30.0 credits

Examensarbete inom människa-datorinteraktion, avancerad nivå

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

Establishment

Grading scale

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

Education cycle

Second cycle

Main field of study

Computer Science and Engineering, Information Technology, Information and Communication Technology

Specific prerequisites

The student should do the master project within his/her area of specialization since a solid background of the field is necessary in order to achieve a high quality work.
The master project is normally performed during the final semester of studies.

Language of instruction

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

Intended learning outcomes

The goal is that, after completing the course, you will be able to:

- apply scientific methods using a scientific perspective
- identify and formulate a problem in a scientifically established way
- perform a state-of-the-art review of a given field
- based on a given problem description choose, adapt, and combine different investigative methods, and be able to motivate and critically reflect upon these choices
- plan and execute an independent project with defined sub-goals and within a given time frame
- apply the knowledge and skills acquired during the course of your studies
- critically review and evaluate a scientific work, identify strengths and weaknesses, and suggest further improvements
- using good language and following accepted practice in scientific reporting, write a report which clearly describes the different steps in a specific scientific work
- present and publicly discuss a scientific work orally, in a clear, consistent manner, adapted to the audience and within a given time frame
- identify one's need for further knowledge and continuously develop one's own competencies.

Course contents

The master project must treat a problem within human-computer interaction. The problem must focus on questions from the field of human-computer interaction that are of interest to investigate and analyze. The main part of the work should be investigation and analysis. If programming is involved, its purpose should be to verify methods and theories that have been developed during the project. Projects often result in a prototype but very seldom in a finished product. It must be obvious that the student has completed at least five months of qualified work. A detailed specification and a time schedule for the project must be made. A search for relevant literature in the field must be made and relevant literature must be studied as a foundation for the work. The work is presented in a written report and in an oral presentation. There are some mandatory seminars.
The work is done individually.

Examination

- PRO2 - Project, 15.0 credits, grading scale: P, F
- PRO1 - Project, 7.5 credits, grading scale: P, F
- PRO3 - Project, 7.5 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.

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

Other requirements for final grade

Project part 1 (PRO1; 7,5 university credits)
Project part 2 (PRO2; 15 university credits)
Project part 3 (PRO3; 7,5)

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.