DH2620 Human-Computer Interaction, Introductory Course 6.0 credits

Människa-datorinteraktion, inledande kurs

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 DH2620 valid from Autumn 2012

Grading scale

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

Education cycle

Second cycle

Main field of study

Computer Science and Engineering

Specific prerequisites

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

Language of instruction

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

Intended learning outcomes

After you have taken the introductory HCI course you are supposed to be able to:

- identify basic concepts within HCI
- in a given data material identify theories and methods within HCI
- in a given situation apply theories and methods within HCI
- relate theories and methods within HCI to other principles of systems development
- in a given situation identify and analyze possibilities of applying theories and methods
- make motivated reflections of relevant theories and methods
- relate theories and methods within HCI to economical factors
- relate theories and methods within HCI to organizational factors
- make theoretically grounded reflections of HCI in order to market HCI in a diplomatic way

in order to:

- work independently with user cantered design
- be able to analyse future users needs and thinking
- be able to identify concepts in texts that are not explicitly using the concepts.

Course contents

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.

Course 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

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.

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.