



# 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 Spring 2013

### Grading scale

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

### Education cycle

Second cycle

### Main field of study

Computer Science and Engineering

### 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

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.

## 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.

## 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/heder-skodex/1.17237?l=en\\_UK](http://www.kth.se/csc/student/heder-skodex/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.