



DH2627 Interaction Design 2

15.0 credits

Interaktionsdesign 2

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

Establishment

Course syllabus for DH2627 valid from Autumn 2011

Grading scale

P, F

Education cycle

Second cycle

Main field of study

Computer Science and Engineering

Specific prerequisites

The course DH2620 Human-Computer Interaction, Introductory Course AND the course DH2628 (or the old DH2626)

Language of instruction

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

Intended learning outcomes

After completing the course, participants will be able to:

1. Discuss and analyze the qualities of an interactive artifact in relation to commercial, responsible, experimental and discursive design.
2. Together with course colleagues realize a project for an external partner.
3. Select and apply known methods for the development of interactive systems in its various design phases: exploration, conceptual design, prototyping and evaluation.
4. Discuss current research problems in the area of interaction in terms of contemporary and international research projects.
5. In academic writing reflect on completed projects, with reference to relevant literature.
6. Show proof of practical experience of interaction design projects through a small portfolio of interactive systems and reflective texts produced during the course.

Course contents

The course is based on four smaller projects where students work creatively in groups of 1-3, around an open theme:

1. Commercial design: create a product with the potential to sell.
2. Responsible Design: interaction design based on ethical and political motives, helping those in need, save energy, etc.
3. Experimental design: focusing on exploration, based on eg a chosen design, material or concept.
4. Discursive designs: design a system that expresses an idea, such as a new way to think of interaction in a given domain.

Students are encouraged to implement at least one of these projects in consultation with an external partner / customer. The work is mainly through studio-based learning where each week ends with a design crit, where we openly criticize and discuss each others work and ongoing processes. Every week there are also theoretical seminars in which students jointly present and discuss texts related to current theme.

Course literature

Meddelas senast 4 veckor före kursstart på kursens hemsida.

Examination

- PRO1 - Project, 15.0 credits, grading scale: P, 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.

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.

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.