DH2628 Interaction Design Methods 7.5 credits

Metoder för interaktionsdesign

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

Establishment

Course syllabus for DH2628 valid from Spring 2019

Grading scale

P, F

Education cycle

Second cycle

Main field of study

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

Specific prerequisites

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 should be able to:

- apply adequate methods for the design of interactive systems in the different phases of exploration, conceptual design, prototyping and presentation,
- with reference to academic research discuss how different design methods can support the process of generating successful technical solutions
- demonstrate understanding of specific methods and their possibilities and limitations, given technologies, use contexts, and available resources in the project
- independently select and use appropriate technical tools for the design of interactive systems

Course contents

A series of design exercises, giving hands-on experience of established methods within the field of interaction design:

- methods for exploring a design space: studies of existing interactions, material and technology explorations, state of the art analysis, mood boards with users,
- methods to support design judgment: interaction criticism, parallel design, personas, structured brainstorming,
- methods for developing alternatives: scenarios, sketches, lo-fi prototypes, video prototypes, prototyping with modern software toolkits,
- methods for composition and presentation: fine tuning and testing, rapid user evaluations, presenting a final design online using text, images and video.

All exercises are performed in the context of concrete design projects conducted in groups of 2-3, in combination with individual assignments.

Course literature

About Face: The Essentials of Interaction Design 4th Edition (2014). by Alan Cooper, Robert Reimann, David Cronin, Christopher Noessel.

Selected chapters from Interaction-design.org.

Students are also expected to search and select additional materials, e.g. to support project work.

Examination

- PRO1 - Project, 7.5 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/hederskodex/1.17237?l=en_UK.

Other requirements for final grade

For passing the course you have to:

- conduct all tasks
- be present and active in the seminars (you are allowed to miss two seminars),
- update an individual study log that briefly documents each of the projects conducted in the course.

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.