DM2601 Media Technology and Interaction Design 7.5 credits

Medieteknik och interaktionsdesign

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

Establishment

On 04/21/2020, the Dean of the EECS School has decided to establish this official course syllabus to apply from the autumn term of 2020, registration number: J-2020-0620.

Grading scale

P, F

Education cycle

Second cycle

Main field of study

Computer Science and Engineering

Specific prerequisites

Completed course in human computer interaction DH1620/DH1622.

Active participation in a course offering where the final examination is not yet reported in LADOK is considered equivalent to completion of the course. This applies only to students who are first-time registered for the prerequisite course offering or have both that and the applied-for course offering in their individual study plan.

Language of instruction

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

Intended learning outcomes

After passing the course, the student should be able to

- give an account of common process models in interaction design
- give an account of design methods in the different phases of the design process
- discuss how different methods can contribute to successful solutions based on research and experiences in the industry
- analyse strengths, weaknesses and applicability of different methods
- account for and utilise technological properties in different design materials to create successful solutions
- apply methods for design of interactive media technologies in practice
- use modern software and hardware tools for interaction design

in order to independently be able to run successful design processes.

Course contents

A series of lectures and seminars that introduce different design methods combined with design exercises that give practical experience. All exercises are carried out within the scope of the project work that students carry out during the course. Methods that are covered include:

- methods to explore a design space: studies of existing interaction modalities, exploration of technologies as design material, state of the art analyses, mood boards
- methods to support design reviews: interaction criticism, parallel design, personas, structured brainstorming.
- methods to develop design alternatives: scenarios, lo-fi prototypes, video prototypes, prototype construction with modern soft- and hardware tools.
- methods for composition and presentation: fine tuning and testing of solutions, efficient user tests, presentation of completed solutions online through different media.

Examination

- INL1 - Written assignment, self-reflection, 2.5 credits, grading scale: P, F
- PRO1 - Interaction design project within mediatechnology, 5.0 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.

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.