



DM2630 User Experience Design and Evaluation 9.0 credits

Design och utvärdering av användarupplevelse

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

The official course syllabus is valid from the autumn semester 2022 in accordance with the decision from the head of school: J-2022-0521. Decision date: 15/03/2022

Grading scale

P, F

Education cycle

Second cycle

Main field of study

Computer Science and Engineering

Specific prerequisites

Knowledge in human computer interaction, 7.5 higher education credits, equivalent completed course DM2601/DH2628

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 theory, methods and technology for user experience (UX)
- identify and describe challenges in UX associated with emerging technologies and social needs
- critically reflect on the impact of UX technologies on marginalized groups, especially groups defined by gender, race, and disability.
- analyse and compare interactive products with respect to experiential qualities
- apply UX theory, methods, technologies and practice in development of systems
- reflect on how design work is influenced by the aim/starting point
- argue for and criticize design choices in their own work and the work of others from a UX perspective

in order to:

- be able to evaluate and choose theories, concepts, technologies and methods in relation to a problem statement
- independently be able to develop systems with good/wanted experiential qualities
- be able to anticipate probable consequences of design decision for marginalized groups

Course contents

- UX theory with a focus on user experience
- UX tools and UX technology
- Perspectives and experiences from professional UX designers
- Methods for evaluating experience
- Critical perspectives on UX

Examination

- INL1 - Assignment, reflection, 1.0 credits, grading scale: P, F
- PRO1 - Project 1, 2.0 credits, grading scale: P, F
- PRO2 - Project 2, 2.0 credits, grading scale: P, F
- PRO3 - Project 3, 2.0 credits, grading scale: P, F
- PRO4 - Project 4, 2.0 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.

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.