DM2710 Designing Technology for Learning and Behavior Change 7.5 credits

Design av teknik för lärande och beteendeförändring

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

Establishment

Course syllabus for DM2710 valid from Spring 2017

Grading scale

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

Education cycle

Second cycle

Main field of study

Computer Science and Engineering

Specific prerequisites

Language of instruction

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

Intended learning outcomes

After the course, the students should be able to

* make justified design choices for IT-services that have behavioural change as aim

* critically evaluate and design different designs of IT-services based on motivation theories, learning theories and behavioural theories

* identify and characterise different driving forces in different groups of individuals

* critically evaluate preconditions for and application of gamification for increase of motivation

Course contents

• Design of IT-services with behavioural changes as aim

• Practical exercises and applications

• Motivation theory

• Learning theory

• Behavioural theory

• Involving design

• Gamification

• Playfulness

• Persuasive technologies

• Ethical aspects on behavioural changing technologies

• Behavioral economics

• Nudging

Course literature

The course material will be put on the course web

Examination

• INL1 - Assignments 1, 7.5 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.

If the course is discontinued, students may request to be examined during the following two academic years.

Other requirements for final grade

There is compulsory attendance 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.