IC2005 Methodology of Interaction Design 7.5 credits

Metoder för interaktionsdesign

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

Establishment

Course syllabus for IC2005 valid from Autumn 2008

Grading scale

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

Education cycle

Second cycle

Main field of study

Specific prerequisites

For "free movers" applying to single courses:

Completed upper secondary education, incl documented proficiency in English.

Language of instruction

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

Intended learning outcomes

The aim of the course is for participants to implement HCI design methods in the design and development process of interactive systems. The course provides practical knowledge of how to use well-known and established design methods as well as theoretical knowledge of how to think and reasoning on them during the design process.

After to have attended the course participants should be able to:
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- Apply adequate design methods for the development of user-centered interactive systems in the different phases of system design : gathering information, planning, prototyping and evaluation.
- Critically analyze advantages and disadvantages of using HCI design methods in the development of interactive system.
- Reflect on the role that HCI methods play in system development.

Course contents

The course covers the following methods, techniques and design philosophy:
•Interaction design : the design process, designers' competence and the designed product
•Software design
•Design for quality in use
-Brainstorming and Bodystorming methods
•Personas and Scenarios methods
•Sketching and prototyping methods
-Evaluation methods
•Participatory design

Disposition

Approx. 5 Lectures: 14 hours (exam included)
4 assignments: 50 hours
3 seminars: 6 hours

Course literature

• Jonas Löwgren and Erik Stolterman: Thoughtful interaction design. A design perspective on information technology (Upplaga: 2005), The MIT Press, 2003, 0-262-12271-5

• Terry Winograd: Bringing design to software (Upplaga: 1996), Addison Wesley, 0-201-85491-0

Examination

• SEM1 - Seminar, 1.5 credits, grading scale: P, F

• INL1 - Assignment, 3.0 credits, grading scale: A, B, C, D, E, FX, F

- TEN1 - Examination, 3.0 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.

Passed individual written report on the design project : 3 hp, Grade A-F
Passed written exam : 3 hp, Grade A-F
Seminars : 1,5 hp, Grade P/F (pass/fail)

Other requirements for final grade

The grade for the course is calculated as a weighted average where the grade E-A are given a value of 1-5. Round halfs up.
To pass the course, the student must have passed both the individual rapport and the written exam, plus to have activley participated at the mandatory seminars.

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.