IC2005 Methodology of Interaction Design 7.5 credits

Metoder för interaktionsdesign

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

Course syllabus for IC2005 valid from Spring 2019

Grading scale

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

Education cycle

Second cycle

Main field of study

Specific prerequisites

Eligibility for "single-course" students not enrolled in a KTH programme:

- BSc degree within Business Administration, Economics, 180 ECTS credits (hp) in Technology or Natural Sciences or equivalent and
- documented proficiency in English B or equivalent.

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.
Note that the course puts people rather than technology at the centre of the design process. Interaction design is not just about the technical system that is developed but about describing and explaining how a computer system is going to affect the way people work.
The course is project-based. Participants divided into small groups work with specific design tasks in which they apply the HCI design methods presented in this course.
Curriculum objectives
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

Lectures, assignments, seminars.

Examination

- INL1 - Assignment, 3.0 credits, grading scale: A, B, C, D, E, FX, F
- SEM1 - Seminar, 1.5 credits, grading scale: P, 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.

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.