



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

The official course syllabus is valid from the autumn semester 2022 in accordance with Head of School decision: J-2022-1555. Decision date: 2022-06-16

Decision to discontinue this course

The course is discontinued at the end of the spring semester of 2024 according to Head of School decision: J-2022-1555. Decision date: 2022-06-16. The course was given for the last time autumn 2019. The last opportunity for examination in the course is given in the spring of 2024. All modules (INL1, SEM1, TEN1) can be examined according to agreement with the examiner up to and including VT24.

Grading scale

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

Education cycle

Second cycle

Main field of study

Specific prerequisites

The course is given if at least 30 students accept their offered place.

For independent students the requirements are:

- 180 credits (credits) in computer and systems science/IT/computer science or equivalent
- 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

After completing the course with a passing grade the student should be able to:

- use adequate user-centered design when developing interactive systems in the different software engineering phases: ideation and concept development, prototyping and evaluation
- analyse advantages and disadvantages of different design methods
- reflect on user-centered design in software engineering
- describe the design process, the skills of the designer and the product quality
- account for the theoretical background of user-centered design
- combine design methods for new design situations

Course contents

The course includes the following methods, technologies and design philosophies:

- Design for quality in use and user-centered design
- Ethnographic observation and interviews
- Brainstorming and bodystorming
- Personas, scenarios and storyboards
- Sketching and prototyping techniques
- Evaluation paradigms and methods

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.