IC2008 Affective Interaction 7.5 credits

Känslobaserad interaktion

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 IC2008 valid from Spring 2008

Grading scale

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

Education cycle

Second cycle

Main field of study

Specific prerequisites

Language of instruction

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

Intended learning outcomes

On successful completion of this course the student has: Knowledge and understanding regarding:• Be aware of existing affective interactive systems and design theories• Understanding of relevant emotion theories to the design of affective interactive systems • Be aware of practical design knowledge and methods specifically aimed at affective interactive systemsSkills and capacities, to be able to:• Apply emotion theories in the design process of affective interactive systems• Apply practical design knowledge and methods specifically aimed at affective interactive systems• Design, implement and evaluate systems that address, relate to or influence user emotions• Scientifically describe a designed affective interactive functionality and relate it to relevant literature and theories in the areaValues and attitudes, to be able to:• Reflect on the implications of affective interactive systems on human values, such as privacy, autonomy and equity, as well as on people's attitudes and behaviours in society• Reflect upon and provide a coherent argument on how existing IT-applications in the field of affective interactive systems as well as other media, such as cinema and music, address and influence user emotions

Course contents

An affective interactive system is one in which emotional processes are communicated by the user to or through some IT-artefact (computer, mobile phone or in some ubicomp technology).
Forms of teaching
The course will start with a set of lectures (some by invited guest lecturers) laying out the foundations in:
&☐ Affect and cognition
&☐ Neurology
&☐ Affect as expressed by bodily behaviours, speech, facial expressions in humans
&☐ The role of affect in games, narratives
&☐ Affective interactive system examples
&☐ Methods for developing affective interactive systems
In the second part of the course, participants are required to work with developing project ideas using methods such as:
&☐ the persona method used to describe and understand characteristics of the end-user group
&☐ lightweight studies of people and their activities
&☐ brainstorming, such as Random Words
&☐ early idea evaluation, such as Six Thinking Hats
&☐ fake system testing for end-user interaction, such as the Wizard-of-Oz method and paper prototyping
This will result in a demonstrable affective interactive system that builds upon the theory in affect and interaction.

Disposition

The course will start with a set of lectures (some by invited guest lecturers).
In the second part of the course, participants are required to work with developing project ideas.

Course literature

The reading material will be a set of chapters from books and research papers. We also require that students look for research papers in the ACM digital library and other sources to develop their own project idea.

Equipment

None, although a laptop is recommended.

Examination

- LAB1 - Laboratory Work, 4.5 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.

The grading scale for this course is A, B, C, D, E, Fx, F. For a passing grade on the course it is required that all assignments and the exam has a passing grade. Students that are estimated to be close to a passing grade are given the opportunity to complete their examination. This means that the student may be given a passing grade (E), but no higher grade. The course principal informs the eligible students when the exam results are announced. The option to complete is limited in time and can only influence the current examination. The grade of the theoretical part will be weighed together with the grade of the practical part for each student.

Other requirements for final grade

The grade of the theoretical part will be weighed together with the grade of the practical part for each student.

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.