DIT666   Concept-Driven Interaction Design, 7.5 credits

Koncept-driven interaktionsdesign, 7,5 högskolepoäng

Second Cycle

Confirmation

This course syllabus was confirmed by Department of Computer Science and Engineering on 2022-12-09 to be valid from 2024-01-15, spring semester of 2024.

Field of education: Technology 50% and Design 50%
Department: Department of Computer Science and Engineering

Position in the educational system

The course is also offered as a single subject course.

The course can be part of the following programmes: 1) Computer Science, Master's Programme (N2COS), 2) Game Design & Technology Master's Programme (N2GDT) and 3) Software Engineering and Management Master's Programme (N2SOF)

Main field of studies	*Specialization*
Interaction Design	A1F, Second cycle, has second-cycle course/s as entry requirements

Entry requirements

Bachelor degree 180 hec and the courses DIT095 Human computer interaction, 7.5 hec and DIT104 Interaction design methodology, 7.5 hec or equivalent.

Applicants must prove knowledge of English: English 6/English B or the equivalent level of an internationally recognized test, for example TOEFL, IELTS.

Learning outcomes

After completion of the course the student should be able to:

Knowledge and understanding

- Explain what "Concept-Driven Interaction Design" means, and give an account of some of the alternative theories, programmes, and approaches within the area of interaction design.
- Describe concept-driven design methods as well as their underlying theories.
- Analyze and discuss a certain design in conceptual terms.

Competence and skills
- Analyze experiences grounded in the conceptual framing of interactive systems or artefacts.
- Choose and apply suitable design methods, informed by theory and context.
- Design towards a certain concept, making it permeate all aspects of the artefact.
- Be able to motivate ones design decisions in relation to the concept one is designing for.
- Give and receive constructive feedback regarding concept driven design.

Judgement and approach
- Be able to apply and identify approaches and theories in order to discuss, motivate, and design concept-driven artefacts.
- Be able to conclude and discuss the ethical and societal consequences of designing towards a certain concept.

Course content

After the course you should have a clear idea of some conceptual and aesthetic ideals and how to design according to them, giving a valid design rationale. Designing interactive systems is often, but not always about designing for efficiency in a user-centered manner. In this course, we explore theories and alternative approaches to interaction design as a complement to user-centered design. We acknowledge the need to design for efficiency, but aim instead for playfulness, criticism, embodiment or various emotions (e.g. fear, joy, comfort), all of which are supported by the conceptual framing of the design. In this course we will look closer at different fringe theories within interaction design, and discuss and practice how to design with them through the analysis and development of design concepts.

Content includes, but is not limited to:

- What concept driven design means and how we can design with a concept as the main motivator.
- Fringe theories and methods in interaction design and how they relate to and complement more widespread approaches.
- Analysis of the concepts behind interactive systems of artefacts.

Sub-courses

1. **Project** *(Projekt),* 3.5 credits

Grading scale: Pass with distinction (5), Pass with credit (4), Pass (3) and Fail (U)

2. **Literature seminars** *(Litteraturseminarier),* 2 credits

Grading scale: Pass (G) and Fail (U)

3. **Exercises** *(Övningar),* 2 credits

Grading scale: Pass (G) and Fail (U)

Form of teaching

The course features both practical and theoretical parts, as well as work in groups and individual work. Lectures and literature seminars give a theoretical foundation, which are immediately put into practice. Focus is upon turning analysis and reflection into practical action. Focus is also on exchange of thoughts, feedback, designs and ideas. Hence, the course requires active participation.

Language of instruction: English

Assessment

The course is examined through three modules:

1. Literature seminars, where literature is presented along with an issue and is discussed (2 hec).
2. Exercises where various design methods that focus on the development of a concept in a design process is practiced. The exercises also give training in giving and taking constructive criticism (2 hec).
3. One individual project (3,5 hec).

If a student, who has failed the same examined component twice, wishes to change examiner before the next examination, a written application shall be sent to the department responsible for the course and shall be granted unless there are special reasons to the contrary (Chapter 6, Section 22 of Higher Education Ordinance).

In cases where a course has been discontinued or has undergone major changes, the student shall normally be guaranteed at least three examination occasions (including the ordinary examination) during a period of at least one year from the last time the course was given.

Grades

The grading scale comprises: Pass with distinction (5), Pass with credit (4), Pass (3) and Fail (U).
To pass the course, students must receive a passing grade in all modules. The grade for the entire course will be determined by the project.

Course evaluation

After completion of the course the students are to be given the possibility of participating in course anonymously. The processed results of the course evaluations are to be made accessible to students and also made available to new students at the beginning of the next course. The results of and possible changes to the course will be shared with students who participated in the evaluation and students who are starting the course.

Additional information

The course is a joint course together with Chalmers.

Course literature to be announced the latest 8 weeks prior to the start of the course.

The course replaces the course DIT157, 7.5 credits. The course cannot be included in a degree which contains DIT157. Neither can the course be included in a degree which is based on another degree in which the course DIT157 is included.