



DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

TIA104 Interaction Design Methodology, 7.5 credits

Interaktionsdesignmetodologi, 7,5 högskolepoäng

Second Cycle

Confirmation

This course syllabus was confirmed by The IT Faculty Board on 2011-02-22 and was last revised on 2019-11-19 by Department of Computer Science and Engineering to be valid from 2020-08-31, autumn semester of 2020.

Field of education: Design 50% and Science 50%

Department: Department of Computer Science and Engineering

Position in the educational system

The course is offered within several programmes. It is also a single subject course at the University of Gothenburg.

The course can be part of the following programmes: 1) Computer Science, Master's Programme (N2COS), 2) Applied Data Science Master's Programme (N2ADS) and 3) Game Design & Technology Master's Programme (N2GDT)

Main field of studies

Interaction Design

Computer Science-Interaction Design

Specialization

A1N, Second cycle, has only first-cycle course/s as entry requirements

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Entry requirements

To be eligible for the course the student must have successfully completed a bachelor thesis course, e.g. DIT561. In addition, the student must successfully have completed a 7,5 HEC course in Human Computer Interaction, e.g. TIG095 or TIG091.

Learning outcomes

After completing the course the student is expected to be able to:

Knowledge and understanding

- Describe stages of the design process
- Describe methods for working with interaction design
- Describe the similarities and differences of different design methods
- Describe considerations for involving users in the design process
- Explain the difference between the methods employed in craftsmanship, traditional design, and modern design

Competence and skills

- Design technology with regards to users
- Modify design methods to fit the context and needs of users
- Identify needs and requirements for users
- Develop and describe new design methods
- Plan design projects with respect to design goals, stakeholders' requirements, and available resources and expertise
- Conduct work in an inter-cultural environment (including both cultural and educational backgrounds)

Judgement and approach

- Analyze designs taking into account the needs of users
- Make an informed evaluation of the ethical and societal impacts of a design
- Criticize designs and design processes with respect to the methods used
- Identify ethical and social dilemmas in interaction design research and practice
- Reflect on your own design process objectively
- Design with regards to aesthetical issues of interaction

Course content

The aim of the course is to introduce basic design methodology in interaction design with focus on design issues related to user experience and aesthetics.

The course consists of several smaller exercises, a group project, and an individual examination. Theory is combined with practical training to give students training in working systematically with the design of computational things and systems in heterogeneous groups. Training in specific design methods are provided through exercises and the group project while meta methods such as iterative design are aspects

of the group project.

Sub-courses

1. **Written take-home exam** (*Hemtentamen*), 4 credits
Grading scale: Pass with Distinction (VG), Pass (G) and Fail (U)
2. **Project** (*Projekt*), 3.5 credits
Grading scale: Pass (G) and Fail (U)

Form of teaching

The course is based on lectures, exercises, project, and an individual exam.

Language of instruction: English

Assessment

The student is graded through a group project (3 hec) and an individual take-home examination (4,5 hec). The take-home examination includes a written assignment and three exercises.

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 (VG), Pass (G) and Fail (U).

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A Pass grade (G) for the course requires at least a Pass grade on both the take-home examination and the group project. A Pass with Distinction grade (VG) for the entire course requires a Pass with Distinction (VG) on the take-home examination and at least a Pass grade (G) for the group project.

Course evaluation

The course is evaluated through meeting after the course between teachers and student representatives. Further, an anonymous questionnaire is used to ensure written information. The outcome of the evaluations serves to improve the course by indicating which parts could be added, improved, changed or removed.

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.