

# Advanced Interaction Design

Programme course

6 credits

Avancerad interaktionsdesign

TDDD53

Valid from: 2017 Spring semester

**Determined by**

Board of Studies for Computer Science and  
Media Technology

**Date determined**

2017-01-25

## Main field of study

Information Technology, Computer Science and Engineering, Computer Science, Product Development

## Course level

Second cycle

## Advancement level

A1X

## Course offered for

- Computer Science and Engineering, M Sc in Engineering
- Information Technology, M Sc in Engineering
- Computer Science and Software Engineering, M Sc in Engineering

## Entry requirements

Note: Admission requirements for non-programme students usually also include admission requirements for the programme and threshold requirements for progression within the programme, or corresponding.

## Prerequisites

User-centred design at basic level (courses like System Usability Issues, Interaction Design, Interactive Systems, Mobile and Social Applications, User Driven Product Development or Product Ergonomics, or Create and Understand 3D), and programming at basic level (courses like Object Oriented Programming, Functional Programming, Imperative Programming or Introduction to Programming) are required prerequisites.

## Intended learning outcomes

The student shall develop advanced knowledge in methods and theory for interaction design. After the course, the student shall be able to:

- Use methods and techniques for concept design and detailed design to define

- problems and alternative solutions for digital interactive products and services.
- Give an account of system objectives, and analyse design qualities and user experience for digital interactive products and services.
  - Define purpose, content, and form for digital interactive products and services.
  - Argue for one's interaction design ideas using multimedia, visualisations, or oral and written presentation.
  - Summarise and analyse the meaning of concepts from interaction design and use them to analyse design work.

## Course content

The students of this course develop advanced methodological and theoretical knowledge in design of digital interactive products and services. Design methods and reflection and criticism supported by theory is mixed with practical creative design work, sketching, prototyping and testing. The personal responsibility for one's design work in relation to constraints is discussed, as well as the designer's responsibility in society, and the possibility of innovation through active design strategy.

## Teaching and working methods

The course circles around a sequence of assignments and design work that are concluded with seminars and examination sessions. Individual feedback on design work is given to support students' development beyond the basic level. Lectures are primarily used to introduce new areas. Some sessions are mandatory.

## Examination

UPG1	Group Assignment	U, G	3 credits
UPG2	Translation is not available	U, 3, 4, 5	3 credits

Design process, product and analysis are considered in the examination. Conscious and well-motivated assessments, choices and syntheses of methods, problems, and solutions are rewarded. Distinction is evaluated in terms of analytical and creative excellence.

## Grades

Four-grade scale, LiU, U, 3, 4, 5

## Department

Institutionen för datavetenskap

## Director of Studies or equivalent

Jalal Maleki

## Examiner

Johan Blomkvist

## Education components

Preliminary scheduled hours: 32 h

Recommended self-study hours: 128 h

## Course literature

### **Additional literature**

### **Other**

To be decided

# Common rules

Regulations (apply to LiU in its entirety)

The university is a government agency whose operations are regulated by legislation and ordinances, which include the Higher Education Act and the Higher Education Ordinance. In addition to legislation and ordinances, operations are subject to several policy documents. The Linköping University rule book collects currently valid decisions of a regulatory nature taken by the university board, the vice-chancellor and faculty/department boards.

LiU's rule book for education at first-cycle and second-cycle levels is available at [http://styrdokument.liu.se/Regelsamling/Innehall/Utbildning\\_pa\\_grund-\\_och\\_avancerad\\_niva](http://styrdokument.liu.se/Regelsamling/Innehall/Utbildning_pa_grund-_och_avancerad_niva).