Immersive Information Spaces

Programme course

6 credits

Immersiva informationsrymder

TNM106

Valid from: 2018 Autumn semester

Determined by
Board of Studies for Mechanical Engineering and Design

Date determined

Main field of study

Design

Course level

Second cycle

Advancement level

A1X

Course offered for

- Design, Master's Programme

Prerequisites

Three years of completed university studies. Admission to master level studies. Basic knowledge in graphic design and information design. Basic knowledge in visualization design using conventional media.

Intended learning outcomes

Main objective is for students to develop proficiency with contemporary concepts and approaches in immersive user experiences. The aim is to reach a relational level of understanding, where students integrate aspects of user experience, communicative intentions and technical feasibility into

- establishing the foundation for a design repertoire of immersive information spaces, and
- developing craft skills in innovative concept design for immersive information spaces.

Course content

Indicative topics include virtual reality, enclosing visual environments, immersion, embodiment, presence.

Teaching and working methods

The course is based on design tasks executed individually or in teams in a studio setting. The design tasks start from rather open briefs; they entail iterative processes of research, ideation, concept development, assessment, and problem framing. Each task is presented and assessed in a structured crit session.

Examination

UPG3	Graded design assignment	U, 3, 4, 5	4 credits
UPG1	Graded assignment	U, 3, 4, 5	1 credits
UPG2	Graded assignment	U, 3, 4, 5	1 credits

Grades

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

Course literature

Books, articles and conference papers provided by staff.

Department

Institutionen för teknik och naturvetenskap

Director of Studies or equivalent

Camilla Forsell

Examiner

Jonas Löwgren

Education components

Preliminary scheduled hours: 0 h
Recommended self-study hours: 160 h