



School of Economics and Management

INFN35, Informatics: Human-Computer-Interaction - Design, 7.5 credits

Informatik: Människa-dator-interaktion - design, 7,5 högskolepoäng
Second Cycle / Avancerad nivå

Details of approval

The syllabus was approved by The Board of the Department of Informatics on 2013-09-20 and was last revised on 2024-05-29. The revised syllabus comes into effect 2024-05-29 and is valid from the autumn semester 2024.

General information

The course can be taken as part of the Master's Programme in Information Systems, or as a separate course.

Language of instruction: English

Main field of study Specialisation

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

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Learning outcomes

The overall aim of the course is for the students to achieve knowledge and skills within the area of interaction design, and to give a picture of the current state of the research field and area of application. Students achieve the course objectives through a combination of a design approach to learning and a component that allows for reflection, where individual work is presented and evaluated.

Knowledge and understanding

To pass the course, the student must demonstrate knowledge of and understanding of

- how different types of computer and interactive media can be integrated into daily life, work and leisure time

- how interaction problems are handled within the context of system development work

Competence and skills

To pass the course, the student must demonstrate individually or in groups

- skills in methods for analysis, design and evaluation of interaction and interaction situations
- the ability to use methods for analysis, design and evaluation of interaction and interaction situations through investigations and design projects

Judgement and approach

To pass the course, the student must demonstrate the ability to

- evaluate different interaction paradigms with a focus on usability
- critically assess ergonomic, psychological and social demands and requirements

Course content

The course covers

- starting points for and basic issues within the area of interaction design
- interaction design in system development projects
- design perspectives and engineering perspectives on software development
- current interaction paradigms such as “pervasive computing”, “augmented environments” and “awareness devices”
- appropriate methods for interaction design

Course design

The teaching consists of seminars, workshops and supervision.

The course includes compulsory components, which are stated in the schedule.

Assessment

The assessment is based on literature seminar, design project and essay.

Re-examinations are offered in close conjunction with the first examination.

The test and course grades are determined by the course examiner. The examiner is entitled to change the grades given by the teachers on the course if this does not violate Chapter 6, Section 24 of the Higher Education Ordinance (1993:100).

Academic misconduct such as cheating, plagiarism, fabrication and falsification is considered a serious offence in higher education (see Chapter 10 of the Higher Education Ordinance). The disciplinary measures that may be taken as a result of such offences are caution or suspension for a limited period of time from the university (and all the faculties of the university).

Examinations

- Literature Seminar, 1.5 cr, grading scale Fail-Pass, individual examination
- Design Project, 3.0 cr, grading scale A-U, group examination
- Individual Essay, 3.0 cr, grading scale A-U, individual examination

The examiner, in consultation with Disability Support Services, may deviate from the regular form of examination in order to provide a permanently disabled student with a form of examination equivalent to that of a student without a disability.

Grades

Grading scale includes the grades: U=Fail, E=Sufficient, D=Satisfactory, C=Good, B=Very Good, A=Excellent

Grade (Definition) Points or percentage out of maximum points. Characteristic.

A (Excellent) 85-100. A distinguished result that is excellent with regard to theoretical depth, practical relevance, analytical ability and independent thought.

B (Very good) 75-84. A very good result with regard to theoretical depth, practical relevance, analytical ability and independent thought.

C (Good) 65-74. The result is of a good standard with regard to theoretical depth, practical relevance, analytical ability and independent thought and lives up to expectations.

D (Satisfactory) 55-64. The result is of a satisfactory standard with regard to theoretical depth, practical relevance, analytical ability and independent thought.

E (Sufficient) 50-54. The result satisfies the minimum requirements with regard to theoretical depth, practical relevance, analytical ability and independent thought, but not more.

U (Fail) 0-49. The result does not meet the minimum requirements with regard to theoretical depth, practical relevance, analytical ability and independent thought.

To pass the course, the students must have been awarded the grade of E or higher.

Grading rules and definitions

Grades are awarded according to a graded scale from A (highest) to U (lowest), with E as the minimum passing grade.

When the exam/assignment is not graded, the grades G (Pass) or U (Fail) will be applied.

Course grades

When calculating course grades, the graded components will be weighted according to the following formula:

The number of credits for the exam is multiplied with the exam score. The total value is then divided by the total number of credits for the exams/assignments included. The resulting average is then rounded off to the nearest whole number. The number indicates the relevant course grade in accordance with the grading definitions above.

For exams/assignments which are graded and scored, the grades A to U will be used in accordance with the grading definitions above. The exam score will be used directly in the calculation.

For exams/assignments which are graded but not scored, the grades A to U will be used and converted as follows: A = 92, B = 80, C = 70, D = 60, E = 52.

Exams/assignments which are not graded but awarded with G (Pass) or U (Fail) will not be included in the calculation of the course grade.

Entry requirements

General and completed courses: "Informatics: Introduction to Information Systems, 1-30 cr", "Informatics: Information Systems and Business Development, 31-60 cr" and "Informatics: Bachelor Degree Project (Thesis), 15 cr" and further 15 credits informatics/information systems at Bachelor level including a course in "Human-Computer-Interaction - analysis" or the equivalent. English 6/English B.

An exception for the general entry requirement in Swedish will be granted when the course is given in English.

Further information

It is compulsory to attend the introduction meeting, where a roll call will be taken. Absence without notification means that the admitted student will lose his/her seat on the course.

For transitional provisions with regard to previous courses, please contact the study advisor for an individual assessment.

If the course is discontinued, there may be limited opportunities for re-examination. Please contact the study advisor for information.