



LUND
UNIVERSITY

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 2016-06-03. The revised syllabus applies from 2016-08-29, autumn semester 2016.

General Information

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

Language of instruction: English

Main field of studies

Information Systems

Informatics

Depth of study relative to the degree requirements

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

For a pass on the course, students must demonstrate knowledge about 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

For a pass on the course, students must demonstrate

- 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

For a pass on the course, students 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.

Cheating such as plagiarism, fabrication and falsification is considered a serious offence in higher education (see Chapter 8 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.

Subcourses that are part of this course can be found in an appendix at the end of this document.

Grades

Marking scale: Fail, E, D, C, B, A.

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.

F (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 F (lowest), with E as the minimum passing grade.

When the exam/assignment is not graded, the grades G (Pass) or F (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 F 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 F 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 F (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: Level 2, 31-60 cr" and "Informatics: Bachelor Degree Project, 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 Course B.

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

Further information

The Director of the MSc Programme in Information Systems has on 1 June 2011 decided that this course may be included in the programme.

The course may not be credited towards a degree together with INFX15 or equivalent courses.

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.

Amendments

2012-05-03: General editorial changes.

2012-06-08: Change of literature.

2015-12-04: Added that the course includes compulsory components and that attendance on the introduction meeting is compulsory.

2016-04-01: Updated the entry requirements. Added that attendance on the introduction meeting is compulsory. Updated reading list (change of literature) and new set of exams from autumn semester 2016.

2016-06-03: New grading rules from Autumn term 2016.

Subcourses in INFN35, Informatics: Human-Computer-Interaction - design

Applies from H16

- 1601 Literature Seminar, 1,5 hp
Grading scale: Fail, Pass
Individual assignment.
- 1602 Design Project, 3,0 hp
Grading scale: Fail, E, D, C, B, A
Group assignment.
- 1603 Individual Essay, 3,0 hp
Grading scale: Fail, E, D, C, B, A
Individual assignment.

Applies from H11

- 1101 24-hour Assignment, 1,0 hp
Grading scale: Fail, Pass
- 1102 Literature Seminar, 1,5 hp
Grading scale: Fail, Pass
- 1103 Design Project, 3,0 hp
Grading scale: Fail, E, D, C, B, A
- 1104 Individual Essay, 2,0 hp
Grading scale: Fail, E, D, C, B, A