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 2024-12-13. The revised syllabus comes into effect 2025-03-16 and is valid from the autumn semester 2025.

General information

The course is elective within the Master's Programme in Information Systems.

Language of instruction: English

Main field of study	*Specialisation*
Information Systems	A1N, Second cycle, has only first-cycle course/s as entry requirements
Informatics	A1N, Second cycle, has only first-cycle course/s as entry requirements

Learning outcomes

The overall aim of the course is for the student 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. The student achieves 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

- key tools for interaction design
- key concepts and principles of interaction design

- the role of interaction design in software development
- interaction analysis
- the professional roles of UX researcher and UX designer
- general history and emergence of interaction design

Competence and skills

To pass the course, the student must demonstrate competence and skills individually or in groups to

- develop and argue for well-informed design proposals
- apply formative and evaluative approaches to interaction design work
- present and defend design proposals in an industrial context
- identify interactional trade-offs
- identify current knowledge gaps within the field

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, business, psychological and social demands and requirements for interaction design

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.

Assessment

The assessment is based on a 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, 1.0 cr, grading scale: U-G, individual examination
- Design Project, 3.0 cr, grading scale: U-A, group examination
- Individual Essay, 3.5 cr, grading scale: U-A, 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 student must have been awarded the grade of E or higher.

Grading rules and definitions

Examination grades

Examinations are graded according to the grading scale U-A or the grading scale U-G (Fail-Pass).

Course grade

A passing grade on all examinations is required to pass the course.

1. For each examination with the grading scale U-A, the obtained points are multiplied by the number of credits for the examination. Grades without points are converted as follows: A = 92, B = 80, C = 70, D = 60, E = 52.

2. The products of the included examinations are summed up and divided by the total number of credits of the included examinations.
3. This results in a weighted average which determines the course grade. 85–100 gives the grade A, 75-84 gives the grade B, 65-74 gives the grade C, 55–64 gives the grade D, 50–54 gives the grade E.

Examinations with the grading scale U-G are not included in the calculation of the course grade.

Entry requirements

Admission to the course requires English 6 as well as the 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 cr informatics/information systems at Bachelor level including a course in "Human-Computer-Interaction - analysis" or the equivalent.

Further information

The course overlaps with INFC80.

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 their 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.