Faculties of Humanities and Theology

KOGP06, Cognitive Science: Cognition, Interaction and Design, 7.5 credits

Kognitionsvetenskap: Kognition, interaktion och design, 7,5 högskolepoäng

Second Cycle / Avancerad nivå

Details of approval

The syllabus was approved by The pro-dean for First-Cycle Studies at the Faculties of Humanities and Theology on 2010-03-19 to be valid from 2010-03-19, autumn semester 2010.

General Information

The course is a component of the Master's programme in Cognitive Science. It is also offered as a freestanding course. With the approval of the relevant authenticating body, it can also be included in certain professional degrees.

Language of instruction: Swedish

Main field of studies	*Depth of study relative to the degree requirements*
Cognitive Science	A1N, Second cycle, has only first-cycle course/s as entry requirements

Learning outcomes

On completion of the course, the students shall be able to:

Knowledge and understanding

- explain theories of interaction and design, compare them and analyse when their use is appropriate
- illustrate concepts such as usability, epistemic actions and distributed cognition

Competence and skills

- apply knowledge of usability to different instances of interaction
- analyse different instances of interaction using the theories presented in the course
- relate the different theories of interaction to each other and account for their strengths and weaknesses

Judgement and approach

- assess different types of interfaces
- provide arguments for different theoretical approaches to interaction.

Course content

The course covers how cognitive processes in biological systems take place through the systems' interaction with the physical and social environment. Particular focus is placed on cognitive processes such as memory functions, perception, thinking, problem-solving, creativity and decision making, how they develop in interaction with their environment and how they are supported and change in different situations. One fundamental question is how do you know that a complete cognitive system is functioning and when? The course also addresses different methods for design and approach to the evaluation of interfaces and tools, prototype methods and architecture for the implementation of interactive systems. The students will gain knowledge of different types of interfaces and a strong emphasis is placed on discussions on the link between linguistic and graphical interfaces.

Course design

Teaching consists of lectures and seminars.

Assessment

The assessment of the course is based on group assignments and a written examination. However, following a special agreement with the students, other forms of assessment may occur.

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

Grades

Marking scale: Fail, Pass, Pass with distinction.

Entry requirements

To be admitted to the course, students must have successfully completed 90 credits in any of the following subjects: anthropology, general linguistics, computer science, informatics, engineering mathematics, neuroscience, biology, psychology, education or theoretical philosophy. Students with qualifications equivalent to 90 credits in cognition research or cognitive science from another higher education institution may also be admitted to the course.

Subcourses in KOGP06, Cognitive Science: Cognition, Interaction and Design

Applies from V10

1001 Cognition, Interaction and Design, 7,5 hp
Grading scale: Fail, Pass, Pass with distinction