Faculties of Humanities and Theology

KOGP10, Cognitive Science: Cognition, Learning and Advanced Technologies, 7.5 credits

Kognitionsvetenskap: Kognition, lärande och avancerad teknologi, 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 2010-11-30 to be valid from 2010-11-30, spring semester 2011.

General Information

The course is a compulsory course in the Master's programme in Cognitive Science (HAKOG).

Language of instruction: Swedish

Main field of studies	*Depth of study relative to the degree requirements*
Cognitive Science	A1F, Second cycle, has second-cycle course/s as entry requirements

Learning outcomes

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

Knowledge and understanding

- account for the possibilities for the use of digital artifacts/environments in teaching, education, entertainment, industry, healthcare, information etc.
- describe and compare different solutions and provide arguments for the individual choices they make for a project or system
- justify the choice of an element of user testing - scope methods, etc. - in a project about virtuality and cognitive modelling
- define concepts so that different perspectives, disciplines and fields of knowledge can be brought together

Competence and skills

- carry out a project according to set criteria and goals
- in a project team with mixed skills in an area of cognitive science, significantly contribute to the implementation of the project consisting of development or refinement of an interactive system, a prototype or an artifact, as well as function as a project manager of teams of individuals with different knowledge backgrounds
- provide arguments for the priorities made in the development of an interactive system, a prototype or an artifact

Judgement and approach

- manage the unpredictability and breadth of problem situations involving people and their interaction in an increasingly complex environment
- take a position on ethical aspects of research and development
- place a project in different situations and relate to the requirements and perspectives of others.

Course content

The course is strongly project oriented and the students develop or refine their own specific prototypes for artifacts for interaction. Students specify issues, develop solutions and test these. They also participate in the development work of other groups. The students base their work in this course on the project from and in the project group they worked with in the course KOGP05. However, there is an opportunity for new specialisations and also new project choices if required. This is decided in consultation with the Course Coordinator.

Course design

Lectures, laboratory sessions/exercises, minor reports, project supervision sessions, an oral project presentation and a written project report.

Assessment

The assessment of the course is based on presentations, project supervision sessions, an oral project presentation and a written project report.

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 KOGP05 or the equivalent.

Further information

1. The course is identical to course MAMN15 Interaction 2: Virtuality and Cognitive Modelling at LTH.

Subcourses in KOGP10, Cognitive Science: Cognition, Learning and Advanced Technologies

Applies from H10

1001 Cognition, Learning and Advanced Technologies, 7,5 hp
Grading scale: Fail, Pass, Pass with distinction