UX and interaction design
UX- och interaktionsdesign
7.5 credits
7.5 högskolepoäng

Ladok Code: C1UXFA
Version: 1.0
Established by: Committee for Education in Librarianship, Information, and IT 2022-10-07
Valid from: Spring 2023

Education Cycle: First cycle
Main Field of Study (Progressive Specialisation): Informatics (G1N)
Disciplinary Domain: Natural sciences
Prerequisites: General entry requirements for university studies.
Subject Area: Informatics/Computer and Systems Sciences
Grading Scale: Seven-degree grading scale (A-F)

Content

The course deals with User Experience (UX) and interaction design, which is about designing interactive artefacts with a good user experience. Interaction design focuses on the interaction between an artefact and its user, while UX design looks at the overall user experience with an artefact. The course is based on a user-centred perspective, where the users and their needs are at the centre. In order to gain a better understanding of the users we design for, relevant aspects of cognitive psychology are taken into account. Furthermore, design principles regarding the presentation and communication of content are described to create a good understanding of user experience.

Learning Outcomes

After passing the course, the students should be able to do the following:
Knowledge and understanding
1.1 Give an account of UX and interaction design and its relationship to related design disciplines
1.2 Give an account of theories, methods, and concepts within UX and interaction design
1.3 Give an account of the interaction design process - from idea and basic requirements to accepted design
1.4 Give an account of different kinds of interaction and interfaces and what demands they place on design
1.5 Give an account of the role of data gathering and evaluation in the interaction design process
1.6 Demonstrate an understanding that information mediated through a graphical interface must be characterised by clarity and relevance of the information conveyed
1.7 Demonstrate an understanding of aspects within cognitive psychology relevant to UX and interaction design
Competence and skills
2.1 Create personas, scenarios, and storyboards
2.2 Create prototypes, both low and high fidelity
2.3 Create documentation describing what was performed during each step of the interaction design process
2.4 Demonstrate ability to design solutions based on application of knowledge of theories and methods
Judgment and approach
3.1 Reflect and problematise a design's impact on society and its citizens
3.2 Reflect on the influence of cultural aspects on design

Forms of Teaching

Teaching is done through lectures, seminars, workshopss and assignments.
The language of instruction is English.

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Forms of Examination

The course is graded through the following examinations:

Assignment 1: Deliverables in the interaction design process (group assignment) Learning outcomes: 1.5, 2.1–2.4

Credits: 3,5

Grading scale: Fail or Pass (U/G)

Exam: Written individual exam

Learning outcomes 1.1–1.4, 1.6, 1.7, 3.1,3.2

Credits: 4

Grading scale: A-F

For the grade E to be received for the entire course, a passing grade at least (A-E or G) must have been received on all components. A higher grade for the entire course is thereafter determined by the grade received on the Exam: Written individual exam.

Student rights and obligations at examination are in accordance with guidelines and rules for the University of Borås.

If the student has received a decision/recommendation regarding special pedagogical support from the University of Borås due to disability or special needs, the examiner has the right to make accommodations when it comes to examination. The examiner must, based on the objectives of the course syllabus, determine whether the examination can be adapted in accordance with the decision/recommendation.

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Literature and Other Teaching Methods

Preece, J. et al. (2019). Interaction Design?: Beyond Human-Computer Interaction. Fifth edition. Indianapolis, IN: Wiley. (656 s.)
Susan M. Weinschenk (2020). 100 Things Every Designer Needs to Know About People, 2nd Edition. New Riders. (256 s.)
Lecture material and additional shorter texts assigned during the course.

Student Influence and Evaluation

The course is evaluated in accordance with current guidelines for course evaluations at the University of Borås in which students' views are to be gathered. The course evaluation report is published and returned to participating and prospective students in accordance with the above-mentioned guidelines, and will be taken into consideration in the future development of courses and education programmes. Course coordinators are responsible for ensuring that the evaluations are conducted as described above.

Miscellaneous

This is a freestanding course.
This syllabus is a translation from the Swedish original.