

Methodology for Interaction Design (7.5 hp)

Aim

The aim of the course is for participants to appropriate and employ HCI and UCD methods in the design and development process of interactive systems. The course provides practical knowledge on how to use established design methods, as well as a theoretical and critical knowledge to think of, and reflect on their usage throughout a specific design process. Note that the course puts people, rather than technology, at the centre of design cycles. Interaction Design draws attention to the design of people's activities and experiences while interacting with technologies, rather than merely focussing on technical systems. Interaction Design is also concerned with describing and explaining how technologies come to shape the way people work, and participate in various leisure activities.

The course is project-based. Participants are required to work in groups on a concrete assignments in which the design methods presented throughout the course are applied. After attending the course, participants should be able to:

- Apply adequate design methods for the development of user-centred interactive systems in the different phases of system design: understanding the setting and the context of use, planning, prototyping and evaluating.
- Critically analyze advantages and disadvantages of using specific design methods in the development of interactive system.
- Reflect on the role that HCI and UCD methods play in system development.

Course content

The course covers the following methods, techniques and design philosophy:

- Interaction design: the design process, designers' competence and the designed product;
- Software design;
- Design for quality in use;
- Brainstorming and Bodystorming methods;
- Personas and Scenario-Based Design;
- Sketching and prototyping methods;
- Evaluation methods;
- Participatory design.

Organisation and Schedule

Monday, November 8, DSV Stockholm

10.30 - 11.30 Lecture 1: Introduction to the course and the design project.

13.00-15.00: Reading Seminar 1

Monday, November 15 - DSV-Stockholm

10.30 - 11.30 Lecture 2: Observation and brainstorming techniques

13.00-15.00 Reading Seminar 2

Monday November 22 - DSV-Stockholm

10.00-12.00 Presentation of students' projects 1

13.15-15.00: Lecture 3: Participatory Design and Prototyping Techniques

Friday, December 3 – DSV Stockholm

10.00-12.00: Reading seminar 3

13.00- 15.00 Presentation of the students' projects 2

Monday December 13- DSV-Stockholm

10.00-12.00: Presentation of the students' projects 3

Examination

Written examination

Assignments

Seminars

Prerequisites

The course is meant for doctoral students

Teachers

Chiara Rossitto (Course coordinator)

DSV, Stockholm University chiara@dsv.su.se

Sinna Lindquist (Lecture 3)

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Literature

Jonas Löwgren and Erik Stolterman: Thoughtful interaction design. A design perspective on information technology (Upplaga: 2005), The MIT Press, 2003, 0-262-12271-5

A list of selected articles.