



Module 3B / Semester 2:	
Title of the course	Interaction Design
Coordinator of the course:	Jannick Kirk Sørensen
Objectives	<p><u>Students who complete the module:</u></p> <p>Knowledge</p> <ul style="list-style-type: none"> - Must understand the concepts of human computer interaction, interaction design and user experience and the relation between them - Must have knowledge of different input and output modes for interactive systems, also in a historical perspective - Must have knowledge of different methods for designing interaction of ICT systems - Must have knowledge of different strategies for planning the interaction design of ICT systems <p>Skills</p> <ul style="list-style-type: none"> - Must be able to apply the concepts of usability and user experience both to screen-based and non-screen-based interactive systems - Must master different design methods and techniques for creating and testing interactive systems, including non-screen-based systems - Must be able to identify tensions between different visions for □ and interests in □ the design of an interactive system - Must be able to discuss user cognitive models and other descriptions of users - Must be able to analyse different types of data from and about users - Must be able to design the interaction of a given system based on data from and about users - Must be able to reflect critically on methodological challenges in data from and about users as a source for design - Must be able to evaluate interactive systems using techniques from interaction design and Human Computer Interaction <p>Competencies</p> <ul style="list-style-type: none"> - Must have the competency to reflect on the implications of using different methods and techniques for interaction design, including user involvement, and for evaluating systems - Must have the competency to analyse the social context in which the use of ICT takes place - Must have the competency to discuss concepts of privacy, user sovereignty and personalization in relation to design dilemmas involved the design of interactive systems - Must have the competency to position the field of interaction design in the professional context of ICT development
Workload: ECTS	5 ECTS Credits

Important note

This syllabus describes the course as it was delivered in **Summer Semester 2016** Readers should note that courses of the DCLead programme are changed and adapted every year, also taking into consideration the feedback of the participants. This syllabus is for informational purposes only.



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