DH2624 Human-Computer Interaction - a Didactive Perspective 7.5 credits

Människa-datorinteraktion med didaktisk inriktning

This is a translation of the Swedish, legally binding, course syllabus.

If the course is discontinued, students may request to be examined during the following two academic years

Establishment

Course syllabus for DH2624 valid from Autumn 2008

Grading scale

A, B, C, D, E, FX, F

Education cycle

Second cycle

Main field of study

Computer Science and Engineering

Specific prerequisites

A course in computer science (for example 2D1310/DD1310, 2D1345, 2D1343, 2D1344/DD1344), and a course in pedagogy or equivalent.

Language of instruction

The language of instruction is specified in the course offering information in the course catalogue.

Intended learning outcomes

The aim of the course are to

- bring knowledge and prerequisites of human-computer interaction
- present an overview of existing theories and methods of how to develop user centred systems
- to give guidance of what to be aware of when designing user interfaces which should please the user activities

so that the students will

- be aware of the importance taking human aspects into account early in any system development process
- understand what competences people who work within human-computer interaction can contribute with
- be able to teach human-centred design principles and to foresee the use of education technology.

Course contents

The course presents theoretical and practical presentation of computer technology and cognitive aspects inherent in the use and development of computer systems. The course also presents which effects the use of information technology can have, and how design can aid the user to perform hers/his tasks fluently. The course will give an overview of theories of how people think, experience and act in the world where information technology is present. Methods for capturing and acknowledging usability goals will be presented.

Within the course all students will perform a small project. Students will through the project learn how to analyse user interfaces, user needs and work situation, as well as how to modify an interactive computer based system to a specific user group.

The didactic part will present how computer technology can be used for pedagogical purposes, including that each student will plan and execute a specific lecture in human-computer interaction.

The student will work independently and take active part parallel to scheduled education.

Course literature

To be announced at course start.

Examination

- LAB1 - Laboratory Work, 4.5 credits, grading scale: P, F
- TEN1 - Examination, 3.0 credits, grading scale: P, F

Based on recommendation from KTH's coordinator for disabilities, the examiner will decide how to adapt an examination for students with documented disability.

The examiner may apply another examination format when re-examining individual students.

Other requirements for final grade

Examination (TEN1; 3 university credits)
Exercises (LAB1; 4,5 university credits).

Ethical approach

- All members of a group are responsible for the group's work.
- In any assessment, every student shall honestly disclose any help received and sources used.
- In an oral assessment, every student shall be able to present and answer questions about the entire assignment and solution.