



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 Spring 2019

Grading scale

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

Education cycle

Second cycle

Main field of study

Computer Science and Engineering

Specific prerequisites

Language of instruction

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

Intended learning outcomes

After you have taken the introductory HCI course you are expected to be able to:

- identify basic concepts within HCI
- in a given data material identify theories and methods within HCI
- in a given situation apply theories and methods within HCI
- relate theories and methods within HCI to other principles of systems development
- in a given situation identify and analyze possibilities of applying theories and methods
- make motivated reflections of relevant theories and methods
- relate theories and methods within HCI to economical factors
- relate theories and methods within HCI to organizational factors
- make well motivated reflections of HCI in order to market HCI in a diplomatic way
- be able to teach human-centred design principles
- relate to your own learning process in a critical and reflexive way, both in general and in relation to HCI.

Course contents

The course presents theoretical and practical presentation of human aspects of the use and development of interactive computer systems and how usability design can aid the user to perform hers/his tasks fluently. Overview of methods and theories of behavioural science and how they relate to design and use of interactive computer systems. Focus will be on different forms of established practice within the field of HCI.

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

The didactic part focus on didactic aspects of HCI based on the students previous knowledge of didactic. Each student will plan and design a lecture in human-computer interaction.

The students are obliged to work independently and actively in parallel to the course schedule.

Course literature

Meddelas senast 4 veckor före kursstart på kursens hemsida.

Examination

- PRO1 - Project, 3.0 credits, grading scale: P, F

- UPP1 - Examination, 4.5 credits, grading scale: A, B, C, D, E, FX, 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.

In this course all the regulations of the code of honor at the School of Computer science and Communication apply, see: http://www.kth.se/csc/student/heder-skodex/1.17237?l=en_UK.

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.