The course is based on five smaller projects where students work in groups of 1-3, around an open theme:

1. Experimental design: focusing on exploration, based on a chosen material or concept.
2. Discursive designs: design a system that expresses an idea, such as a new way to think of interaction in a given domain.
3. Responsible Design: interaction design based on ethical and political motives, helping those in need, save energy, etc.
4. Commercial design: create a product with the potential to sell.
5. A final project, allowing for expansion in one direction of some of the previous projects.

Students are encouraged to implement at least one of these projects in consultation with an external partner / customer. The work will be conducted mainly through studio-based learning with weekly design crits, where we openly criticize and discuss each others work and ongoing processes. Each theme project is documented in the form of a shorter illustrated text. With every theme there will also be theoretical seminars in which students jointly present and discuss texts related to current theme.

The themes are inspired by a view of industrial or product design provided by Tharp & Tharp (2009), but applied to the field of interaction design. The idea is to structure our understandings of interaction design in terms of higher level intentions (to make money, to explore a new kind of technology, to make the world a better place, or to express oneself and ones ideas). Although these intentions naturally overlap in many cases, they provide a structure for how to approach design projects and to talk about them.
### Course Plan DH2627 Interaktionsdesign 2

#### Schedule Overview

All activities will take place in room 4716 (next to MDI Torget), Lindstedtsvägen 5 (D huset), plan 6, KTH, Stockholm

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<td>Independent work w supervision</td>
<td>Study trip</td>
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<td>Independent work w supervision</td>
<td>Final crit commercial design</td>
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<td>Mon 19/12, 10-12</td>
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<td>Individual project</td>
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<td>4</td>
<td>Mon 20/1, 10-17</td>
<td>Fri 24/1, 10-17</td>
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<td>Final crit</td>
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Tasks and marks
All tasks will be performed in pairs or individually.
The course marks are Pass / Fail. To pass the course you have to:
1. Take part in all theme projects and contribute to the group work, including reviewing works of peers.
2. Attend most design critique sessions. You are allowed to miss two sessions.
3. Write a paper at the end of the course

Teachers
Ylva Fernaeus, lecturer in interaction design (YF)
Cristian Bogdan, associate professor in interaction design (CB)

Course Objectives
After completing the course, participants will be able to:
1. Discuss and analyze the qualities of interactive artifacts in relation to commercial, responsible, experimental and discursive design.
2. Select and apply known methods for the development of interactive systems in its various design phases: exploration, conceptual design, prototyping and evaluation.
3. Discuss current research problems in the area of interaction design in terms of contemporary commercial products and international research projects.
4. In academic writing reflect on completed projects, with reference to relevant literature.
5. Show proof of practical experience of interaction design projects through a small portfolio of interactive systems and reflective texts produced during the course.
Course Plan DH2627 Interaktionsdesign 2

Reading list


Bruce M. Tharp and Stephanie M. Tharp. The 4 Fields of Industrial Design, core77, 2009: http://core77.com/blog/featured_items/the_4_fields_of_industrial_design_no_not_furniture_trans_consumer_electronics_toys_by_bruce_m_tharp_and_stephanie_m_tharp__12232.asp


Students will be expected to find and make use of additional texts in conjunction with specific theme projects.

Preliminary schedule of activities

Theme 1: Experimental Interaction Design (Weeks 35-38)

Introduction to course (Mon 29/8, 10-12)
- Course structure and schedule
- Themes
- Potential external partners for projects

The 4 Fields of Industrial Design, by Bruce M. Tharp and Stephanie M. Tharp, 2009: http://core77.com/blog/featured_items/the_4_fields_of_industrial_design_no_not_furniture_trans_consumer_electronics_toys_by_bruce_m_tharp_and_stephanie_m_tharp__12232.asp

Intro to theme “Experimental Interaction Design” (Mon29/8, 13-16)
Discuss
- Projects based on Experimental IxD
- What was learnt?
- How did it take the field forward?


Visit poster and demo session at MobileHCI (Fri 2/9, 10-12) at Münchenbryggeriet
This activity take place at Münchenbryggeriet. We will gather at 10.00 outside the main entrance.

Your task is to look around at the posters and demos, and make sure to remember the name of at least the ones you find most interesting, so you we can talk about them later in class!

After the visit: Divide in pairs, and decide on technology to work with (you will be allowed to change your minds)
Course Plan DH2627 Interaktionsdesign 2

- NFC
- Camera
- Microphone
- Accelerometer
- Other technology of choice

- In class: Discuss ideas for how to concretely explore the tech chosen by making something.
- What tools/resources do you need to complete such a project?

Lecture and Seminar (Mon 5/9, 10-16)
13-16: Reading seminar. Preparation, each group:
- Bring 1-3 papers related to the tech chosen
- Identify 1-3 products/systems/prototypes built on the tech chosen
- Start explore how you can access/control the technology by searching for tutorials online etc
In class: Discuss what you have found with your feedback groups

At 15 we gather to present our findings so far

Introduction to app-making/html5 (Fri 9/9, 10-12)
Guest teacher: Mattias Jacobsson, Mobile Life
Preparations
- Bring an android phone (let us know if you need to borrow one)
- Bring laptop
- Download and install required software (instructions will be provided)

Workshop: Independent work with supervision (Mon 12/9, 10-17)
At 15.00 we gather for a summary of the workshop/progress.

Progress crit (Thu 15/9, 13-16)
Present:
- Sketches, mock-ups, implemented first prototypes
- Current explorations
- Current status
- Plans for future experiments

Independent work with supervision: (Mon 19/9 10-15)
Summarise work in illustrated report.

Deadline: Morning Tue 20/9 - Submit latest version of report to Bilda
Report should focus on what YOU have learnt about the chosen technology throughout this process
Format of report: 2-4 pages including choice of technology, related products, related research, pictures from experiments, what was learnt from own experiments, references.
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Independent work on peer reviews: Tuesday 20/9 13-16

Deadline - Wed 21/9: What will need to change before final presentation?

Final Crit for Experimental Interaction Design (Fri 23/9, 10-17)

Present experimental designs/Demo + Report
Discursive Interaction Design (Weeks 39-42)

Introduction to theme (Mon 26/9 13-17)

Afternoon
- Norms in Interaction design
- In research?
- In commercial products?
- In use?
- How may a new design affect the discourse in HCI?

- Divide in pairs and select potential themes for projects

Discursive Design Progress Crit (Fri 30/9, 10-12)
Focus on motivation and arguments for project, related work and potential solutions.
- Present project ideas + related work

- Guest Lecture, Cristian Norlin, Ericsson Experience Design Lab

Independent work with supervision (Mon3/10, 10-16)
Guest lecture (45 min)
- Work on sketches, prototypes, mock-ups, videos
- At 15 we gather to discuss progress

Progress Crit (Fri 7/10, 13-16)
Focus on design qualities and discursive properties of the design.

Independent work with supervision (Mon 10/10, 10-16)

Progress Crit (Thu 13/10, 13-17)

Independent work with supervision (Mon 17/10, 10-16)
Morning: Lecture
Afternoon:
Work on documentation of Discursive Design.

Deadline: Tue 18/10 - Submit latest version of report to Bilda
Report should focus on your design choices in terms of what you would like to say with your design.

Format of report: 2-4 pages including choice of theme, related products, related research, pictures from design work, what you would like to express and how your design expresses that, references.

Deadline: Wed 19/10 - Peer Review: What will need to change before final presentation?

Final Crit: Experimental Design (Fri 21/10, 10-12)
Paper + Demo/Concept Design/Mockup/Video
Theme 3: Responsible Interaction Design (Weeks 43-46)

Introduction to theme (Mon 24/10, 10-17)
Morning
- Responsible Interaction Design
- Guest presentations
- Divide in pairs
Afternoon
- Clients
- Brainstorming themes

Reading seminar (Fri 28/10, 10-17)
Before seminar:
- Select theme
- Bring 1-3 research papers related to the theme
- Contact someone from user group and/or client

Independent work with supervision (Mon 31/10, 10-17)
- Meet client/user group
- Document

Progress Crit (Fri 4/11, 10-17)
- Present results from meeting with client/user groups
- Present initial design suggestions (sketches/mock-ups/scenarios/prototypes)
- Motivations for design, in what ways do you consider it “responsible”?

Full day workshop (Mon 7/11, 10-17)
Full day workshop
Sketching and prototyping

Independent work with supervision (Fri 11/11, 10-17)
- Present current designs (Mockup/Prototypes)
- Plans for finalising project

Independent work with supervision (Mon 14/11, 10-17)
Finalise project and summarise experiences in a report.

Deadline: Tue 15/11 - Submit latest version of report to Bilda
Report should focus on your design choices in terms of your intentions of making good.

Format of report: 2-4 pages including choice of theme, motivation, related products, related research, pictures from design work, references.

Deadline: Wed 16/11 - Peer Review: What will need to change before final presentation?

Final Crit Responsible design (Fri 18/11, 10-17)
Present Paper + demo (sketches/mock-ups/scenarios/prototypes)
Theme 4: Commercial Interaction design (Weeks 47-50)

Introduction to theme (Mon 21/11, 10-17)
10-12 reading seminar, preparations:

Find a professional review of an interactive artefact. Make 4 copies/prints and bring to class. The review should be:

- About an interactive product: a game, device, service, or tool
- Written within the last few months
- From tech blog, newspaper, magazine or similar

Discuss: Understanding use qualities through product reviews

- Examples of commercially successful interaction designs
- What role does “design” have in the success of interactive products?
- What qualities of interactive artefacts can be sold?
- What use qualities are emphasised in the review?
- Do we see patterns in the different reviews?
- What may we learn as interaction designers by looking at product reviews?

13-16 Exploration, in pairs:

- If you had to make money on say, a mobile app, what would it do?
- What are people willing to pay for?
- What user groups would you aim for?

- If the design ideas you are working on would be realised and released on the market one day, what would be the main features that you would like to be highlighted in reviews?
- How do you make money as an interaction designer?
- Working for a client or no client, what is the difference?

Full day workshop (Fri 25/11, 10-17)

Bring short pitch with ideas for exploring the design of a new interactive product or service that would be either:

- Paid by individual users
- Created for a client that would have good reasons pay for it
  (You must have an idea for how to make money on the design)

The pitch could be based on

- A prior project conducted (but check with colleagues in that project first)
- An established relationship that you have with a client and/or company, or
- A brand new project based on an idea that you believe in

Bring 1-3 research papers/texts related to the theme

Discuss

- User group
- Differentiators
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- Related work (commercial products + research)
- Finalise theme for project
- Guest presentation (45 min)

Independent work with supervision (Mon 28/11, 10-17)
Finalise proposal based on discussion notes from Friday’s seminar.
Approach target users with ideas and note their responses/reactions.

Progress crit (Fri 2/12, 10-17)
Present design proposal + related work
- User scenario that illustrate the intended interactions in a broader context
- Some form of visualisations/sketches/mockups
- Preliminary market analysis
- Preliminary list of competitors
- Related research on the topic/domain
- Plans for finalising project within theme

Video Workshop (Mon 5/12, 10-17)
Guest lecture: “Video as a resource in interaction design”

Preparation:
- Bring user scenario that visualises your ideas (from last week)
- Bring laptop with video editing software installed (iMovie and similar is ok!)

During workshop:
Work in groups on illustrating the user scenario and other design ideas in video format.

Progress crit (Fri 9/12, 10-17)
Morning: Independent project work
Afternoon: Present videos in their current form
Discuss: What may be the main challenges for actually implementing/realising the proposed ideas?

Independent work with supervision (Mon 12/12, 10-17)
Work on documentation of Commercial Design

Deadline: Tue 13/11 - Submit latest version of report to Bilda
Report should focus on why anyone would pay for the proposed design, based on specific use qualities, cost for development, related products, and intended users and market.

Format of report: 2-4 pages including motivation, related products, related research, user scenario, intended user experiences, pictures from video, references.

Deadline: Wed 14/11 - Peer Review: What will need to change before final presentation?

Final crit Discursive Design (Fri 16/12, 10-17)
Paper + Demo/Concept Design/Mockup/Video
Final project

Mon 19/12, 10-12  
Preparation:  
Select topic to work on e.g.
- Work to finalise some earlier project in the course by adding another iteration of design  
- Add ideas for making experimental-, responsible- or discursive designs into commercial products  
- A completely new project based on ideas brought up, but not realised, in the course  
- Taking a project conducted in a previous course to the next level in terms of interaction design

Paper should be of exactly 4 pages, and include:
- Overview of related work (existing products, prototypes, research, theory)  
- Pictures  
- Academic references  
- Personal reflection regarding the project in terms of what has been learnt

(Winter break - week 52-1)

Independent work with supervision (Mon 6/1, 10-17)  
Progress Crit (Fri 10/1, 10-17)  
Current status of the project

Independent work with supervision (Mon13/1, 10-17)  
Progress Crit (Fri 17/1, 10-17)  
Current status of the project

Independent work with supervision (Mon 20/1, 10-17)  
Wed Peer Review: What will need to change before final presentation?

Final Crit (Fri 24/1, 10-17)