KURSPLAN
Designfilosofi och praktik (Human Factors 1), 6 högskolepoäng

Design Philosophy and Practice (Human Factors 1), 6 credits

Kurskod:	TDPR29	**Utbildningsnivå:**	Avancerad nivå
Fastställd av:	VD 2019-06-01	**Utbildningsområde:**	Tekniska området
Gäller fr.o.m.:	2019-08-01	**Ämnesgrupp:**	DE1
Version:	1	**Fördjupning:**	A1N
		Huvudområde:	Produktutveckling

Lärandemål

On completion of the course, the student shall

Kunskap och förståelse

- Display knowledge of the creative work, practical knowledge and its relation to fundamental practices that apply to design work
- Demonstrate comprehension of the interaction between humans and things

Färdighet och förmåga

- Demonstrate the ability to linguistically and verbally to represent and communicate an idea in a development
- Demonstrate the ability to use written reflection as a method of knowledge
- Demonstrate skills in sketching
- Demonstrate skills of developing an idea into a concept proposal and expressed it in the form, text and image

Värderingsförmåga och förhållningssätt

- Demonstrate an understanding of their own unique talent and ability, as well as how different competences, skills and abilities contribute to the overall product development process
- Demonstrate an understanding of how humans relate to objects in motion

Innehåll

This course will provide knowledge and understanding of design work philosophy and practice and their own design process, from idea to concept proposals, and train in the express, reflect and portray in speech, writing and in shape. Furthermore, the course practicing their own creative process and the ability to design.
The course includes the following topics:
- The practical knowledge formation in the creative work
- Creative aesthetics and philosophy

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- Analogous creation
- Abstraction, interpretation and perception
- Written reflection
- Morphology and design
- Sketching
- Presentation skills

Undervisningsformer

Teaching consists of lectures, exercises, assignments and individual project.

Undervisningen bedrivs på engelska.

Förkunskapskrav

Passed courses at least 90 credits within the major subject in Informatics, Computer Science, Interaction Design, Computer Engineering, Electrical Engineering (with relevant courses in web programming) or equivalent. Proof of English proficiency is required.

Examination och betyg

Kursen bedöms med betygen Underkänd eller Godkänd.

The final grade will only be issued after satisfactory completion of all assessments.

Poängregistrering av examinationen för kursen sker enligt följande system:

Examinationsmoment	Omfattning	Betyg
Projektarbete	4 hp	U/G
Inlämningsuppgifter	2 hp	U/G

Övrigt

Exemption from entry requirement allowed according to the selection groups of the program, where the course is included.

Kurslitteratur

Litteratur
The literature list for the course will be provided one month before the course starts.

Title: Sketching User Experiences: Getting the Design Right and the Right Design, 2010
Author: Bill Buxton
Publisher: Morgan Kaufmann
ISBN: 9780123740373

Scientific articles presented during the course.