

- Faculté des sciences économiques
- www.unine.ch/seco

Interaction Design (UNIL) (5EX2062)

Filières concernées	Nombre d'heures	Validation	Crédits ECTS
Master en systèmes d'information	Cours: 4 ph	Voir ci-dessous	6

ph=période hebdomadaire, pg=période globale, j=jour, dj=demi-jour, h=heure, min=minute

Période d'enseignement:

- Semestre Automne

Equipe enseignante:

Mauro Cherubini (UNIL) - ce cours est dispensé à HEC Lausanne

Objectifs:

The goal of this course is to provide students basic techniques and expertise to create and evaluate the design of interactive digital products, environments, systems, and services. The course is designed for professionals who are planning to join the IT department of a large corporation or for those who might be launching a startup in the near future.

The course will combine two parallel tracks: interaction design and user experience research. Through the first track, students will learn basic theories and principles of interaction design. They will be asked to look at existing products and services through the lens of these principles to evaluate the user experience. Through the second track, students will learn research methods that will allow them to collect data that will be used to inform and guide the design of novel interactive system.

A core element of this course is the capstone project. Students will be asked to develop a novel interactive system or to evaluate an existing one and design possible improvements to it. They will work in small groups through a number of iterative steps of research and design.

Forme de l'évaluation:

1ère tentative

Examen: Ecrit 2h00 heures
Documentation: Non autorisée
Calculatrice: Non autorisée

Evaluation:

The evaluation is based on three elements:

- Active participation in classroom activities (5%)
- Evaluation of the capstone project (45%)
- Written exam: Multiple-responses questionnaire (25%) and open-ended questions (25%)

Specific regulations:

- A minimum grade of 3.0 in the written exam is required to pass the course. If the written exam is graded less than 3 points, the written exam will determine the final grade and the other elements (i.e., classroom participation, or capstone project) will not be taken into account.
 - The written exam is organized as a "closed book" exam. Only dictionaries are allowed.
 - If a student enroll to the course but does not participate in the team's work then s/he will be asked to conduct the research and design activities by himself / herself. This work will be evaluated in the same way of the other teams before the written exam and the assigned grade will be averaged with the other elements. This exception will be granted on a case by case basis.
- Students are asked to discuss attendance problems promptly with the instructor.

Rattrapage

Examen: Ecrit 2h00 heures
Documentation: Non autorisée
Calculatrice: Non autorisée

Evaluation:

In case of reexamination, the grades obtained for the classroom participation and capstone project stay valid.
A minimum grade of 3.0 in the written exam is required to pass the course (same rules apply as for the first exam session).

Documentation:

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All the supporting material will be available on the website of the class (Moodle).

The class will loosely follow the following book:

Rogers, Y; Sharp, H.; Preece, J (2015). Interaction Design: Beyond Human-computer Interaction. Wiley, 4th edition (ISBN-10: 1119020751)

Several copies of this book are available at the library.

During the course we will use different software for training and to animate the class work.

- Balsamiq - <https://balsamiq.com/>
- Proto.io - <https://proto.io/>
- Microsoft Powerpoint or Apple Keynote

Students are expected to bring their laptop to the class.

Forme de l'enseignement:

english