

- Faculté des sciences économiques
- [www.unine.ch/seco](http://www.unine.ch/seco)

## Interaction Design (UNIL) (5EX2062)

Filières concernées	Nombre d'heures	Validation	Crédits ECTS
<b>Master en systèmes d'information</b>	<b>Cours: 4 ph</b>	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

### 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

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

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Students are expected to bring their laptop to the class.

**Forme de l'enseignement**

english