Kursrapport Fakulteten för teknik och samhälle

Kursrapporten baserar sig på studenternas synpunkter och inlämnade kursvärderingar, tentamensresultat och lärarnas förslag till utveckling. Kursrapporten publiceras på kurssidan och på Canvas.

Kursnamn	Interaktionsdesign för informationsarkitekter
Kurskod	DA100A
Termin	Ht23
Antal registrerade	64
Kursansvarig	Dipak Surie

	Kursrapporten är publicerad på kurstillfällets Canvas-sida
	Kursrapporten är publicerad på kursens webbplats

Kursvärdering

Antal svar på obligatorisk kursvärdering	11

Obligatorisk kursvärdering har skett genom:

X	Endast standardmall via Reflex
	Standardmall utökad med egna frågor via Reflex
	I egen regi av kursansvarig
Om kursvärdering skett i egen regi av kursansvarig beskrivs tillvägagångssätt här.	

Eventuella ytterligare värderingsmoment som skett under kursen

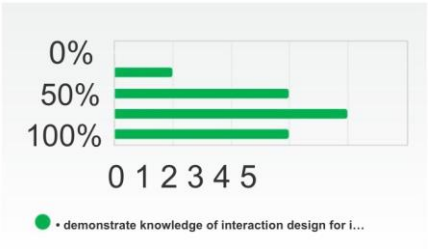
	Separat enkät
	Muntligt i helklass
	Muntligt i mindre grupper
	Annat sätt
Om ”annat sätt” är ikryssat ovan beskrivs tillvägagångssätt här.	

Kommentarer till kursvärderingar

Kommentarer skrivs här

The course learning objectives were achieved with a mean of 3.8. The primary focus is on knowledge of interaction design for the role of information architecture.

•show knowledge of interaction design for the role of information architecture in information systems design	amount of answers
0%	0 (0.0%)
25%	1 (9.1%)
50%	3 (27.3%)
75%	4 (36.4%)
100%	3 (27.3%)
Amount	11 (100.0%)



The user-centered design process and how cognitive conditions influence design has a mean score of 4.0 which is good.

•show knowledge of user-centered design process and how cognitive conditions influence design decisions in the development of information systems 0% 25% 50% 75% 100%	amount of answers
	0 (0.0%)
	0 (0.0%)
	4 (36.4%)
	3 (27.3%)
	4 (36.4%)
Amount	11 (100.0%)



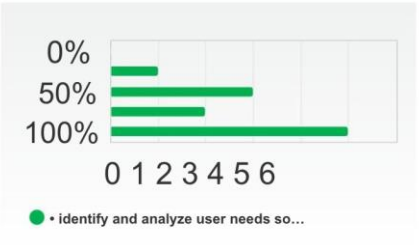
The ability to identify the possibilities of information systems and digital artefacts, by showing advantages, disadvantages and creating experiences.

•be able to identify the opportunities with information systems and digital artefacts, both by showing advantages, disadvantages and creating experiences 0% 25%	amount of answers
50%	0 (0.0%)
75%	0 (0.0%)
100%	4 (36.4%)
	3 (27.3%)
	4 (36.4%)
Amount	11 (100.0%)



Identify and analyze user needs has also received a mean score of 4.0 which is good.

•identify and analyze user needs as a basis for developing information systems 0% 25% 50% 75% 100%	amount of answers
	0 (0.0%)
	1 (9.1%)
	3 (27.3%)
	2 (18.2%)
	5 (45.5%)
Amount	11 (100.0%)



Use appropriate techniques to communicate design using physical prototypes and scenarios has received a mean score of 4.0.

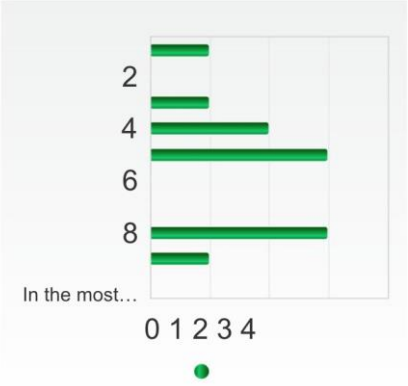
•use appropriate techniques to communicate design concepts at different stages of the design process. Examples of techniques are physical prototypes and image scenarios	amount of answers
0%	0 (0.0%)
25%	0 (0.0%)
50%	4 (36.4%)
75%	3 (27.3%)
100%	4 (36.4%)
Amount	11 (100.0%)



Methods for collecting and structuring information received a mean of 3.7. There is a comment on the lectures which provides the theory part, and just the tool focus on Figma would mean that the understanding of interaction design as a field would be limited. Hence, the lectures included a lot of theory to complement the practical parts. The Figma part is appreciated.

The course methods / learning activities have received a mean score of 5.5. The feedback is well spread across the spectrum and further investigations will be done in this regard.

	amount of answers
Not at all 1 2	1 (9.1%)
3	0 (0.0%)
4	1 (9.1%)
5	2 (18.2%)
6	3 (27.3%)
7	0 (0.0%)
8	0 (0.0%)
	3 (27.3%)
9	1 (9.1%)
At most 10	0 (0.0%)
Amount	11 (100.0%)



The general comment is on how to put together the different assignments which are termed interesting and useful. We will include better supervision during the project part that integrates the different assignments with the final prototype development + evaluation. The blog is just a channel for communication and its content requirements are specified in the assignment specification.

Course examination to achieve the learning objectives has received a score of 6.6. The better integration of the examination parts will be focused.

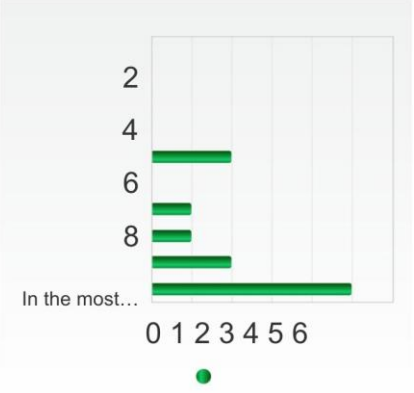
The score of 5.5 for the achievement of the course expectations. Mixed review with feedback on the course being solid on how the interaction design process works. The mention of theory focus is highlighted even though it would be good to focus on the hands-on part during the lectures. We will try to create that balance even though one is expected to achieve it

during the workshops. The guest lectures which seemed to focus on marketing aspects has gained criticism which we will try to rectify.

The course gave the opportunity for own learning with a high mean score of 8.5.

5 To what extent has the course given you the opportunity to take responsibility for your own learning?

	amount of answers
Not at all 1 2	0 (0.0%)
3	0 (0.0%)
4	0 (0.0%)
5	0 (0.0%)
6	2 (18.2%)
7	0 (0.0%)
8	1 (9.1%)
	1 (9.1%)
9	2 (18.2%)
At most 10	5 (45.5%)
Amount	11 (100.0%)



Examinationsresultat

X	Examinationsresultat ser ut som förväntat
	Examinationsresultat avviker från förväntat

The different assignments and the project work resulted in results as expected. The combination of assignments with the project work will be smoothened to enable more students to appreciate the design process. The home exam where students are expected to take a case and analyse it using theory has results in good results.

Rekommendationer och prioriteringar för kursutveckling

- Avoid guest lectures that are beyond the scope of interaction design since the course is taught during the 1st semester of their program. This includes topics like marketing or innovation. The other lectures will continue with theory focus but with the discussion on practical applicability to specific design cases.
- Clarify the connection between the assignments with the project work with better project supervision that clarifies the theory and design connections, and the importance of prototype evaluation.