STUDIEORDNING FOR KANDIDATUDDANNELESEN I INTERAKTIONSDESIGN, 2020

MASTER OF SCIENCE (MSC)
AALBORG

MODULES INCLUDED IN THE CURRICULUM
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DESIGN STUDIO 1
2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

Disclaimer.
This is an English translation of the module. In case of discrepancy between the translation and the Danish version, the Danish version of the module is valid.

PURPOSE
The purpose of the project module is for the student to learn to work with interaction design in a design study context, where focus is on exchange of design ideas and reflection through the use of design criticism. Special emphasis is placed on individual skills and competencies as an interaction designer through the portfolio and reflection of the individual student. The project module uses short design sprints, where the student in collaboration with other students works with a given limited issue, concluding with design criticism. The individual learning is challenged by the exchange of design ideas through dynamic groups, which change throughout the semester. The project module ends up in an individual portfolio and reflection, as well as a group-based complete and specific design concept.

LEARNING OBJECTIVES

KNOWLEDGE

• must be able to demonstrate knowledge about working with interaction design in a design study, including design criticism, portfolio development, and communication of design ideas

SKILLS

• be able to produce realistic artifacts through the use of concepts, methods and techniques taken from professional practice
• be able to use design criticism as a tool in an interaction design process
• be able to communicate an interaction design and reflect on product and process
• be able to prepare a portfolio that documents and describes a number of selected design products

COMPETENCES

• should be able to be part of an interaction design project where the working form is built on the design study approach

TYPE OF INSTRUCTION

Design study-based project work

EXTENT AND EXPECTED WORKLOAD

The student is expected to spend 27.5 hours per ECTS, which for this activity means 412.5 hours.

EXAM

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<th>Name of exam</th>
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### ADDITIONAL INFORMATION

Contact: Study Board for Computer Science via cs-sn@cs.aau.dk or 9940 8854

### FACTS ABOUT THE MODULE

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### ORGANISATION

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DESIGN STUDIO METHODS

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

Disclaimer.
This is an English translation of the module. In case of discrepancy between the translation and the Danish version, the Danish version of the module is valid.

The course aims to provide the student with knowledge of concepts, methods and techniques for working with interaction design in a design studio (a physical space that is specially designed for the purpose). The student must i.a. learn to work with different forms of sketching in interaction design, with systematic critique of own and others’ designs, and with communication of design ideas and concepts. The course is closely connected to the project module Design Studio 1, so that the student has the opportunity to apply concepts, methods and techniques in practice.

LEARNING OBJECTIVES

KNOWLEDGE

• be able to demonstrate knowledge of concepts, methods and techniques for working with interaction design in a design study
• be able to demonstrate knowledge of design criticism and graphic portfolios as tools in an interaction design process
• be able to demonstrate knowledge of different sketching techniques, and the relationship between sketches and prototypes.
• be able to demonstrate knowledge of sketching techniques that in particular support the work with interactivity in design, e.g. wizard-of-oz, smoke-and-mirrors, and video envisionment.

SKILLS

• be able to apply concepts, methods and techniques to work with interaction design in a design studio
• be able to maintain and develop interaction designs and considerations through the use of sketching, e.g. in the form of a design diary
• be able to prepare a graphic portfolio of selected works with interaction design.
• be able to use techniques for sketching interactivity in design.
• be able to describe and illustrate a complete interaction design concept through the use of posters, models and mock-ups.

COMPETENCES

• be able to work with interaction design in a design studio context

TYPE OF INSTRUCTION

Course with lectures and workshops related to the project module Design Study 1.
The teaching is organized in accordance with the general teaching methods for the education, cf. section 17

EXTENT AND EXPECTED WORKLOAD

The student is expected to spend 27.5 hours per ECTS, which for this activity means 137.5 hours.
EXAM

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SELECTED TOPICS IN HCI

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

LEARNING OBJECTIVES

KNOWLEDGE

The student must gain knowledge in selected topics within human-computer interaction (HCI) in theory or practice. Topics may include but are not limited to:

- concepts, methods and techniques within selected topics in interaction design
- concepts, methods and techniques within selected topics in usability evaluation or user experience

SKILLS

- be able to accurately and in-depth explain issues, theory, methods, results and conclusions within HCI
- be able to apply theories and methods to solve a specific problem
- critically relate to theories and methods within HCI

COMPETENCES

- be able to use the concepts, techniques and methods to understand a given problem and to design and / or evaluate a specific system

TYPE OF INSTRUCTION

The type of instruction is organised in accordance with the general instruction methods of the programme, cf. § 17.

EXTENT AND EXPECTED WORKLOAD

It is expected that the student uses 30 hours per ECTS, which for this activity means 150 hours

EXAM

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ADDITIONAL INFORMATION

Contact: The Study board for Computer Science at cs-sn@cs.aau.dk or 9940 8854
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DESIGN STUDIO 2

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

Disclaimer.
This is an English translation of the module. In case of discrepancy between the translation and the Danish version, the Danish version of the module is valid.

PURPOSE
The purpose of the project module is for the student to gain insight into teamwork and the organization of design work in a design study, where focus is on collaboration in groups and between groups as well as in the development of one specific coherent interactive design concept. Special emphasis is placed on developing an original, innovative solution. Work must be done with both interactive and design aspects of the design concept, and with the interaction of these. The project must be illustrated and documented through an interactive installation that can be included in a larger exhibition.

LEARNING OBJECTIVES

KNOWLEDGE

• be able to demonstrate knowledge about working with interaction design in teams, including organization of work and collaboration

SKILLS

• be able to collaborate on developing a specific interactive design concept
• be able to develop an original, innovative solution to a specific design problem
• be able to work with the interplay between the interactive and design aspects of a design concept
• be able to illustrate and document a coherent design concept through an interactive installation

COMPETENCES

• be able to work in a design team developing an interaction design that is original and innovative.

TYPE OF INSTRUCTION

Design study-based project work.

EXTENT AND EXPECTED WORKLOAD

The student is expected to spend 27.5 hours per ECTS, which for this activity means 412.5 hours.

EXAM

PREREQUISITE FOR ENROLLMENT FOR THE EXAM

• An approved PBL competency profile is a prerequisite for participation in the project exam

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**ADDITIONAL INFORMATION**

Contact: Study Board for Computer Science via cs-sn@cs.aau.dk or 9940 8854

**FACTS ABOUT THE MODULE**

| **Danish title**               | Designstudie 2                                               |
| **Module code**                | DSNIXDK201                                                   |
| **Module type**                | Project                                                      |
| **Duration**                   | 1 semester                                                   |
| **Semester**                   | Spring                                                       |
| **ECTS**                       | 15                                                           |
| **Language of instruction**    | Danish and English                                           |
| **Empty-place Scheme**         | Yes                                                          |
| **Location of the lecture**    | Campus Aalborg                                               |
| **Responsible for the module** | Lone Leth Thomsen                                           |

**ORGANISATION**

| **Study Board**                | Study Board of Computer Science                              |
| **Department**                 | Department of Computer Science                               |
| **Faculty**                    | Technical Faculty of IT and Design                           |
MOBILE APPLICATION DEVELOPMENT

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

Disclaimer.
This is an English translation of the module. In case of discrepancy between the translation and the Danish version, the Danish version of the module is valid.

LEARNING OBJECTIVES

KNOWLEDGE

• The student must gain knowledge about the development of mobile applications, and experience with the use of tools in the development of a specific mobile application for a specific case. One possible tool could be Xcode and iOS SDK, for developing iOS based applications.

SKILLS

• establish and configure a tool for mobile application development
• development use the tool to develop a concrete prototype application
• use the tool for implementing advanced mobile interaction design with e.g. Multi-Touch and accelerometer support
• use advanced options in the tool's SDK
• use the tool for testing and debugging program code
• use the tool for iterative assessment of interaction design
• apply the tool's human interface guidelines
• transfer and run the application on a mobile device

COMPETENCES

After completing the course module, the student must be able to develop a specific mobile application at prototype level, including

• identify and exploit relevant technical possibilities in a mobile SDK in connection with a specific case
• develop, test and debug program code
• develop a mobile interaction design

TYPE OF INSTRUCTION

The teaching is organized in accordance with the general teaching methods for the education, cf. section 17

EXTENT AND EXPECTED WORKLOAD

The student is expected to spend 27.5 hours per ECTS, which for this activity means 137.5 hours.

EXAM

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### ADDITIONAL INFORMATION

Contact: Study Board for Computer Science via cs-sn@cs.aau.dk or 9940 8854

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SYSTEMS DEVELOPMENT IN PRAXIS

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

Disclaimer.
This is an English translation of the module. In case of discrepancy between the translation and the Danish version, the Danish version of the module is valid.

LEARNING OBJECTIVES

KNOWLEDGE

The student should gain knowledge of advanced topics within system development in theory and practice. Topics may include but are not limited to:

- analysis of system development practices
- system development methods, processes and competencies
- organization and management of system development
- development of systems for complex contexts, e.g. supporting collaborations in organizations, knowledge-intensive systems and information infrastructure

SKILLS

- be able to understand and present the course topics including premises, issues, theories, methods, results and conclusions
- be able to apply theories and methods to analyze and describe a problem in practical system development
- be critical of systems development theories and methods

COMPETENCES

The student must be able to describe, analyze and evaluate a specific practice in a system development company, including:

- relate to the theories and empirical methods of the course
- perspectives in relation to selected topics such as: requirements management, quality management, outsourcing, distributed development, agile processes, and model-driven processes

TYPE OF INSTRUCTION

The teaching is organized in accordance with the general teaching methods for the education, cf. section 17.

EXTENT AND EXPECTED WORKLOAD

The student is expected to spend 27.5 hours per ECTS, which for this activity means 137.5 hours.

EXAM

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### Type of grading
- Internal examination

### Criteria of assessment
- The criteria of assessment are stated in the Examination Policies and Procedures

### ADDITIONAL INFORMATION

Contact: Study Board for Computer Science via cs-sn@cs.aau.dk or 9940 8854

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PRE-SPECIALIZATION IN INTERACTION DESIGN

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

Disclaimer.
This is an English translation of the module. In case of discrepancy between the translation and the Danish version, the Danish version of the module is valid.

The student gains insight into and can convey a current research problem within interaction design, so that the student in the 4th semester can make the thesis project on this basis.

LEARNING OBJECTIVES

KNOWLEDGE

• document in-depth knowledge of and overview of a current issue of research in interaction design.

SKILLS

• reason about and with the concepts and techniques concerned
• apply and create theories within the subject area in connection with the formulation and analysis of a problem within research in interaction design.
• convey a current issue within interaction design and the associated conceptual framework within the framework of the research area

COMPETENCES

• apply the concepts and reasoning within the subject area to formulate and analyze a problem within a current issue of research in interaction design

TYPE OF INSTRUCTION

Project work

The project report must contain:

1. formulating and analyzing a problem in interaction design research, and
2. reasoned considerations for resolving this issue

EXTENT AND EXPECTED WORKLOAD

The student is expected to spend 27.5 hours per ECTS, which for this activity means 550 hours.

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### Type of grading
- Internal examination

### Criteria of assessment
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### ADDITIONAL INFORMATION

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<tr>
<td>Faculty</td>
<td>Technical Faculty of IT and Design</td>
</tr>
</tbody>
</table>
ENTREPRENEURSHIP

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

LEARNING OBJECTIVES

KNOWLEDGE

The student should achieve knowledge about entrepreneurship and business development related to software (information and communication technologies) including typically:

• different scientific approaches to entrepreneurship, including effectuation
• intra-/entrepreneurship
• competition and market conditions
• business models and business plans
• intellectual property rights
• market development and marketing
• growth strategies
• open entrepreneurship

SKILLS

• the ability to explain course concepts precisely using the professional terminology of the discipline
• the ability to use those concepts to explain practical and empirical (case based) contexts

COMPETENCES

• should be able to formulate, develop and present their own software-related business ideas to a qualified audience.

TYPE OF INSTRUCTION

The type of instruction is organised in accordance with the general instruction methods of the programme, cf. § 17.

EXTENT AND EXPECTED WORKLOAD

It is expected that the student uses 30 hours per ECTS, which for this activity means 150 hours

EXAM

EXAMS

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<th>Name of exam</th>
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ADDITIONAL INFORMATION

Contact: The Study board for Computer Science at cs-sn@cs.aau.dk or 9940 8854

FACTS ABOUT THE MODULE

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ORGANISATION

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<tr>
<td>Faculty</td>
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</tbody>
</table>
MASTER'S THESIS
2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

Disclaimer.
This is an English translation of the module. In case of discrepancy between the translation and the Danish version, the Danish version of the module is valid.

PURPOSE
That the student can independently, systematically and critically through the application of scientific theory and method formulate, analyze and contribute to the solution of a current research problem within Interaction Design

University degrees are research-based degrees; all students must gain in-depth insight into the current research problem and methods in the master's program, so that this insight can be applied in solving problems within research

LEARNING OBJECTIVES

KNOWLEDGE

• document in-depth knowledge of and overview of a current problem within research in interaction design and its possible solutions

SKILLS

• reason about and with the concepts and techniques concerned
• apply and create theories within the subject area in connection with the formulation of and analysis and solution of a problem within research in interaction design
• convey a current issue in interaction design, a contribution to its solution and the associated conceptual framework within the framework of the research area

COMPETENCES

• apply the concepts and reasoning within the subject area to formulate, analyze and contribute to the solution of a problem within a current issue within research in interaction design

TYPE OF INSTRUCTION

Project work

EXTENT AND EXPECTED WORKLOAD

The student is expected to spend 27.5 hours per ECTS, which for this activity means 825 hours.

EXAM

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The project report must include: formulation, analysis and contribution to solving a current research problem, usually in the area of interaction design, which was the topic of the project module in the 3rd semester.

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**ADDITIONAL INFORMATION**

Contact: Study Board for Computer Science via cs-sn@cs.aau.dk or 9940 8854

**FACTS ABOUT THE MODULE**

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</table>
AGILE SOFTWARE ENGINEERING

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

LEARNING OBJECTIVES

KNOWLEDGE

• The student should gain knowledge of leading paradigms (e.g. traditional and agile) in professional development of software

• The student should also gain knowledge of theories, methods and techniques involved in these paradigms (e.g. process modelling, management of requirements, design, project management, testing, process improvement) as well as an overview of theory of science for software engineering

SKILLS

• the ability to explain course concepts precisely using the terminology of the discipline, and be able to distinguish between and compare the software engineering paradigms

• be able to explain accurately and using the terminology of the discipline, the theories, methods and techniques of software engineering paradigms and their application in the professional development of software intensive systems

COMPETENCES

• be able to select, justify and use appropriate paradigms, theories, methods and techniques in their own development contexts.

TYPE OF INSTRUCTION

The type of instruction is organised in accordance with the general instruction methods of the programme, cf. § 17.

EXTENT AND EXPECTED WORKLOAD

It is expected that the student uses 30 hours per ECTS, which for this activity means 150 hours

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ADDITIONAL INFORMATION

Contact: The Study board for Computer Science at cs-sn@cs.aau.dk or 9940 8854

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</table>
MULTIMODAL PERCEPTION AND COGNITION

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

Objectives:
In interactive-immersive systems that rely on digital technology, human interactivity and responsiveness are directly linked to the processes of human perception and cognition.

This course introduces current research trends and emerging paradigms on the relation between digital technologies and multi-modal perception and cognition. Particular emphasis is put on multi-modal perception processes that are usually involved in interactive digital media (e.g., visual, auditory, haptic, proprioception) and higher cognitive processes related to interactivity (e.g. multimodal integration, enaction, intelligibility, cognitive closure, affective states and emotions, spatial cognition and navigation).

The course draws relevant knowledge from a variety of disciplines and fields such as cognitive neuroscience, ecological psychology, biology, cognitive ergonomics and cognitive technologies. Different bio-behavioral and biofeedback methods for interaction design and assessment are also introduced (e.g. EEG, EMG, ECG, galvanic skin response, ocular measures) and new trends in integration of interactive digital technologies with cognitive processes are addressed (e.g. multi-modal interfaces and set-ups, brain-computer-interfaces, enactive interfaces). Finally, the course provides the opportunity for targeting the knowledge provided towards the specialisation profile chosen by the student (Computer graphics, Interaction, Games).

LEARNING OBJECTIVES

KNOWLEDGE

Students who complete the module will obtain the following qualifications:

- **Understanding** of the main paradigms, concepts and disciplines that contribute to multimodal perception research and cognition studies and which have relevance for the interaction of human subjects with immersive-interactive systems
- **Knowledge** about the potentialities and limits that the human “perceptual apparatus” and the cognitive system present for the technology designer
- **Understanding** of the relations between multimodal perception, higher cognitive functions, affective states and action

SKILLS

Students who complete the module will obtain the following qualifications:

- Ability to **apply** knowledge on human multimodal perception and cognition in the design of interactive digital systems
- Ability to **apply** knowledge to the design perception and cognition tests related to the cross-modal action of two or more senses
- Be able to **apply** biofeedback and bio-behavioral measurements in experimental designs

COMPETENCES

Students who complete the module will obtain the following qualifications:

- Ability to **synthesize** knowledge and theoretical frameworks from a variety of relevant sources and disciplines, which contribute to the study of technology-cognition interaction
- Be able to **synthesize** such knowledge in the design of multimodal interactive systems
- Ability to **analyse** and interpret experimental work and literature in the field
TYPE OF INSTRUCTION

Refer to the overview of instruction types listed in § 17.

EXAM

EXAMS

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FACTS ABOUT THE MODULE

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ORGANISATION

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</tbody>
</table>
SOFTWARE INNOVATION

2022/2023

PREREQUISITE/RECOMMENDED PREREQUISITE FOR PARTICIPATION IN THE MODULE

The module adds to knowledge obtained in the 3rd and 4th semesters of the bachelor’s degree programmes in Computer Science and Software, including System Development and Agile Software Engineering.

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

By software innovation is meant innovation based on software. The emphasis is on innovation in products and processes, but also the management of the innovation part in development projects is included in the subject.

LEARNING OBJECTIVES

KNOWLEDGE

The student should gain knowledge of the following:

- software Innovation theory:
- central paradigms and theories of innovation and innovation processes
- personal and organizational prerequisites for innovation
- theories and concepts of software innovation
- Innovation Methods:
- methodologies and methods to support innovation
- techniques and tools for software innovation
- Innovation Practice:
- experience with methods and techniques in innovative processes
- assessing the strengths and weaknesses of innovative software development processes

SKILLS

- be able to explain precisely and using the concepts of the subject the subject's theories
- be able to explain approaches to selecting and leading innovative processes in software development
- be able to discuss types and prerequisites for software innovation
- be able to explain and discuss tools and techniques to support software innovation

COMPETENCES

- be able to assess the innovative potential of a software-intensive product or software-intensive process

TYPE OF INSTRUCTION

The type of instruction is organised in accordance with the general instruction methods of the programme, cf. § 17.

EXTENT AND EXPECTED WORKLOAD

It is expected that the student uses 30 hours per ECTS, which for this activity means 150 hours
**EXAM**

**EXAMS**

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**ADDITIONAL INFORMATION**

Contact: The Study board for Computer Science at cs-sn@cs.aau.dk or 9940 8854

**FACTS ABOUT THE MODULE**

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<td>Lone Leth Thomsen</td>
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</tbody>
</table>
EMBODIED INTERACTION

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

Objectives:
The course presents the emerging theory of embodied interaction interleaved with practical implementations of intelligent systems, where the participants work on open-source, community-supported interactive audio-visual coding platforms, such as Processing and open Frameworks.

The focus of the theoretical part is on embodied mind and cognition, intelligent agents, and movement as design material. These will be centered on emerging literature (e.g., Proc. Intl. Workshop on Movement and Computing: http://moco.ircam.fr).

LEARNING OBJECTIVES

KNOWLEDGE

Students who complete the module will obtain the following qualifications:

- Must have knowledge about standard methods and techniques in embodied interaction
- Must be able to understand and describe movement as a design material.
- Must be able to understand the bodily skills needed for technological development, decision making, steering and path finding
- Must be able to understand what movement qualities are and how they are extracted from movement tracking data.

SKILLS

Students who complete the module will obtain the following qualifications:

- Must be able to apply methods and techniques to real world scenarios (e.g., games, robots, public installations, etc.).

COMPETENCES

Students who complete the module will obtain the following qualifications:

- Must be able to analyze a problem, design a solution and translate it into an intelligent embodied system.
- Must be able to analyze, compare, and assess the potential of different methods and techniques in order to make the proper design choices.
- Must be able to synthesize results and concepts in a professional way equivalent to practices in Embodied Interaction.

TYPE OF INSTRUCTION

Refer to the overview of instruction types listed in § 17.

EXAM

EXAMS

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<thead>
<tr>
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Permitted aids: With certain aids: See semester description

Assessment: 7-point grading scale

Type of grading: Internal examination

Criteria of assessment: The criteria of assessment are stated in the Examination Policies and Procedures

FACTS ABOUT THE MODULE

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</table>
SPECIALISATION COURSE IN HUMAN-COMPUTER INTERACTION

2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

LEARNING OBJECTIVES

KNOWLEDGE

The student should achieve in-depth insight into key issues in contemporary research in human-computer interaction

SKILLS

Based on a scientific article in the course's central themes, the student should be able to:

• give a clear and understandable presentation of the article's key elements, including its premises, issue(s), theory, methods, results and conclusions
• explain relevant theories, methods and arguments presented in articles

COMPETENCES

Based on a scientific article in the course's central themes, the student should be able to:

• relate the theories, methods and results presented in the article to the course topics
• assess the proposed solutions, results and/or conclusions of the article as well as assess their qualities and practicality and put them into perspective.

TYPE OF INSTRUCTION

The type of instruction is organised in accordance with the general instruction methods of the programme, cf. § 17.

EXTENT AND EXPECTED WORKLOAD

It is expected that the student uses 30 hours per ECTS, which for this activity means 150 hours

EXAM

EXAMS

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**ADDITIONAL INFORMATION**

Contact: The Study board for Computer Science at cs-sn@cs.aau.dk or 9940 8854

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</tr>
<tr>
<td><strong>Faculty</strong></td>
<td>Technical Faculty of IT and Design</td>
</tr>
</tbody>
</table>
SPECIALISATION COURSE IN SYSTEM DEVELOPMENT
2022/2023

CONTENT, PROGRESS AND PEDAGOGY OF THE MODULE

LEARNING OBJECTIVES

KNOWLEDGE
The student should achieve in-depth insight into key issues in contemporary research in system development

SKILLS
Based on a scientific article in the course's central themes, the student should be able to:

• give a clear and understandable presentation of the article's key elements, including its premises, issue(s), theory, methods, results and conclusions

• explain relevant theories, methods and arguments presented in the article

COMPETENCES
Based on a scientific article in the course's central themes, the student should be able to:

• relate the theories, methods and results presented in the article to the course topics
• assess the proposed solutions, results and/or conclusions of the article as well as assess their qualities and practicality and put them into perspective.

EXTENT AND EXPECTED WORKLOAD
It is expected that the student uses 30 hours per ECTS, which for this activity means 150 hours

EXAM

EXAMS

<table>
<thead>
<tr>
<th>Name of exam</th>
<th>Specialisation Course in System Development</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type of exam</td>
<td>Oral exam</td>
</tr>
<tr>
<td></td>
<td>Individual oral examination of 45 minutes duration. The examiner is given a task which is handed out 7 days prior to the examination</td>
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<tr>
<td>ECTS</td>
<td>5</td>
</tr>
<tr>
<td>Assessment</td>
<td>7-point grading scale</td>
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<tr>
<td>Type of grading</td>
<td>External examination</td>
</tr>
<tr>
<td>Criteria of assessment</td>
<td>The criteria of assessment are stated in the Examination Policies and Procedures</td>
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</tbody>
</table>

ADDITIONAL INFORMATION
Contact: The Study board for Computer Science at cs-sn@cs.aau.dk or 9940 8854
FACTS ABOUT THE MODULE

<table>
<thead>
<tr>
<th>Danish title</th>
<th>Specialiseringskursus i systemudvikling</th>
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<tbody>
<tr>
<td>Module code</td>
<td>DSNDATFK318</td>
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<tr>
<td>Module type</td>
<td>Course</td>
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<tr>
<td>Duration</td>
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<tr>
<td>Semester</td>
<td>Autumn</td>
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<td>ECTS</td>
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<td>Language of instruction</td>
<td>Danish and English</td>
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<tr>
<td>Empty-place Scheme</td>
<td>Yes</td>
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<tr>
<td>Location of the lecture</td>
<td>Campus Aalborg</td>
</tr>
<tr>
<td>Responsible for the module</td>
<td>Lone Leth Thomsen</td>
</tr>
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</table>

ORGANISATION

<table>
<thead>
<tr>
<th>Study Board</th>
<th>Study Board of Computer Science</th>
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