

INTERACTION DESIGN SYMPOSIUM IN SPLIT

TEACHING INTERACTION DESIGN

Sus Lundgren

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IDC | Interaction Design Collegium

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WHERE AM I



Gothenburg, Sweden

Chalmers University of
Technology

CSE-department



WHO AM I?

Current

PhD: “Teaching Aesthetics
in Interaction Design”

Profession

Designer (interaction
design, GUI & webb,
gameplay)

Personal

Wants to be a rock star :)



MY RESEARCH GROUP

4 senior researchers, 7 PhD's,
4-6 "associates"

Research interests

- Aesthetics & design methods
- Gameplay design
- Crisis management
- Information Visualization
- HCI for automotive industry
- Tangible User Interfaces



THE IxD EDUCATION AT CHALMERS



Master programme

2 years

Ca 50 students/year

Ca 40% international students

Most are engineers



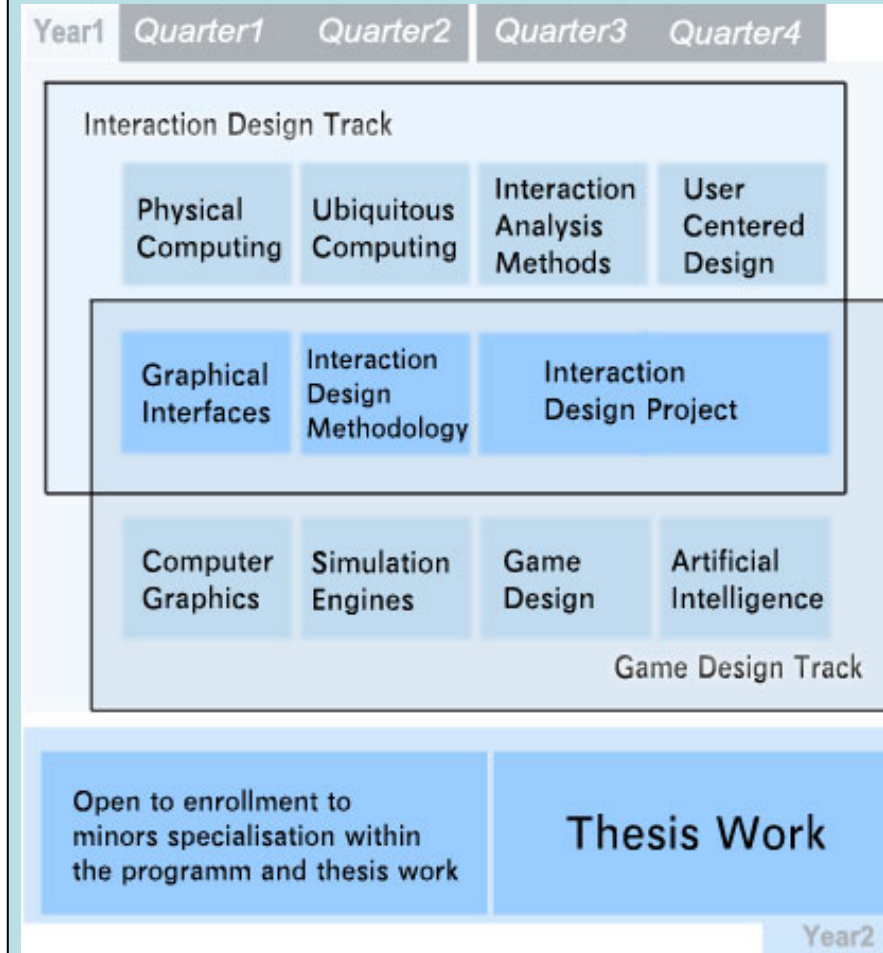
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INTERACTION DESIGN PROGRAMME



Two tracks:
Interaction Design
Game Design

(or any combination)



PHILOSOPHY



Projects & Prototyping

Hands-on projects

Prototyping on different levels

Projects as examination

Exhibitions

Heterogenous groups

Open/Given problems



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RESULT: PROFESSIONALS



“Learning by burning”

...due to this way of teaching,
students are self-confident,
practically experienced
designers.



ISSUES



Cooperation with industry...? Currently

- Crits with expert
- One project from industry
- Students visit companies

Wished

- Practice (except thesis)
- Guest lecturing
- Industry mentors



MY RESEARCH

Teaching aesthetics

Developing and testing
design exercises

aesthetics

GUI design

Developing and testing
design methods



MY COURSE/PhD: AESTHETICS OF INTERACTION

What is aesthetics and how can it be related to interaction?

How does an aesthetic ideal affect design and thus interaction?

Is it even possible to discuss aesthetics in relation to interaction?



AESTHETICS OF INTERACTION



1st edition fall 2008

Exercises

Exhibitions

Class crits

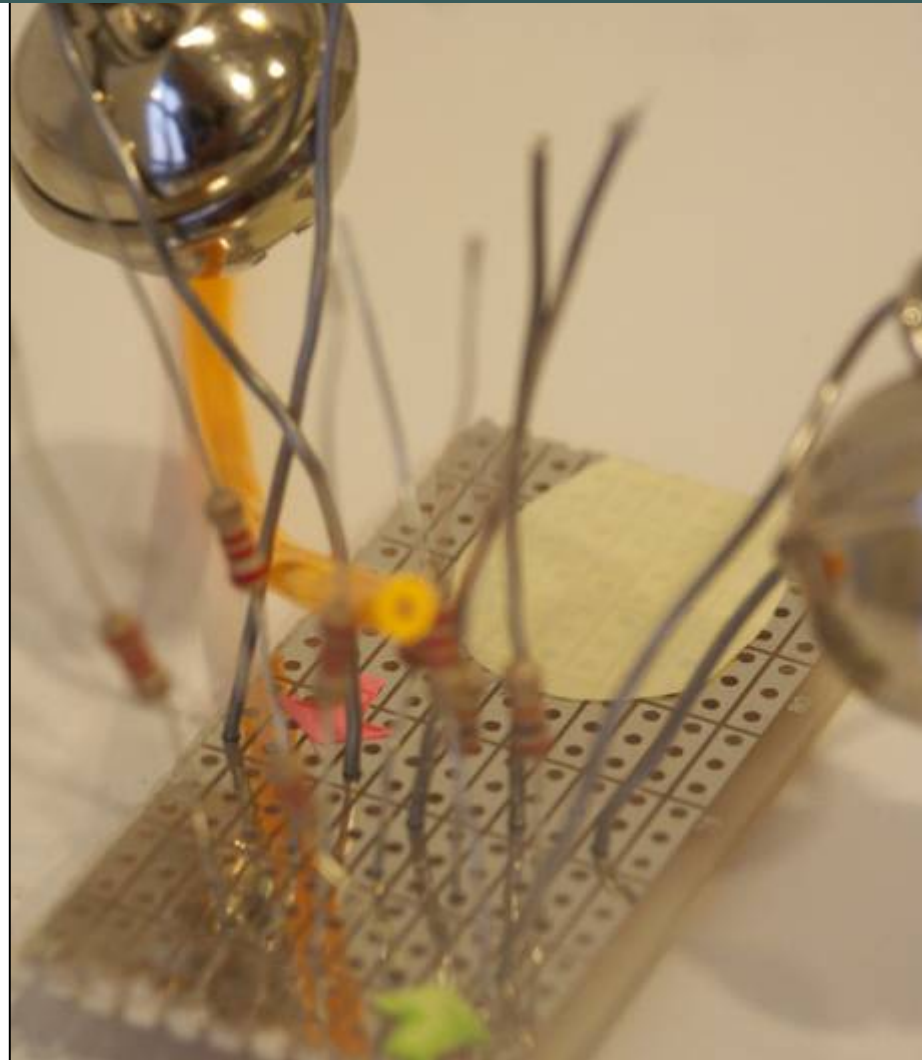
Portfolio exam

2nd edition fall 2009

Design for an aesthetic ideal

Integrate literature

(Google “Aesthetics of Interaction”)



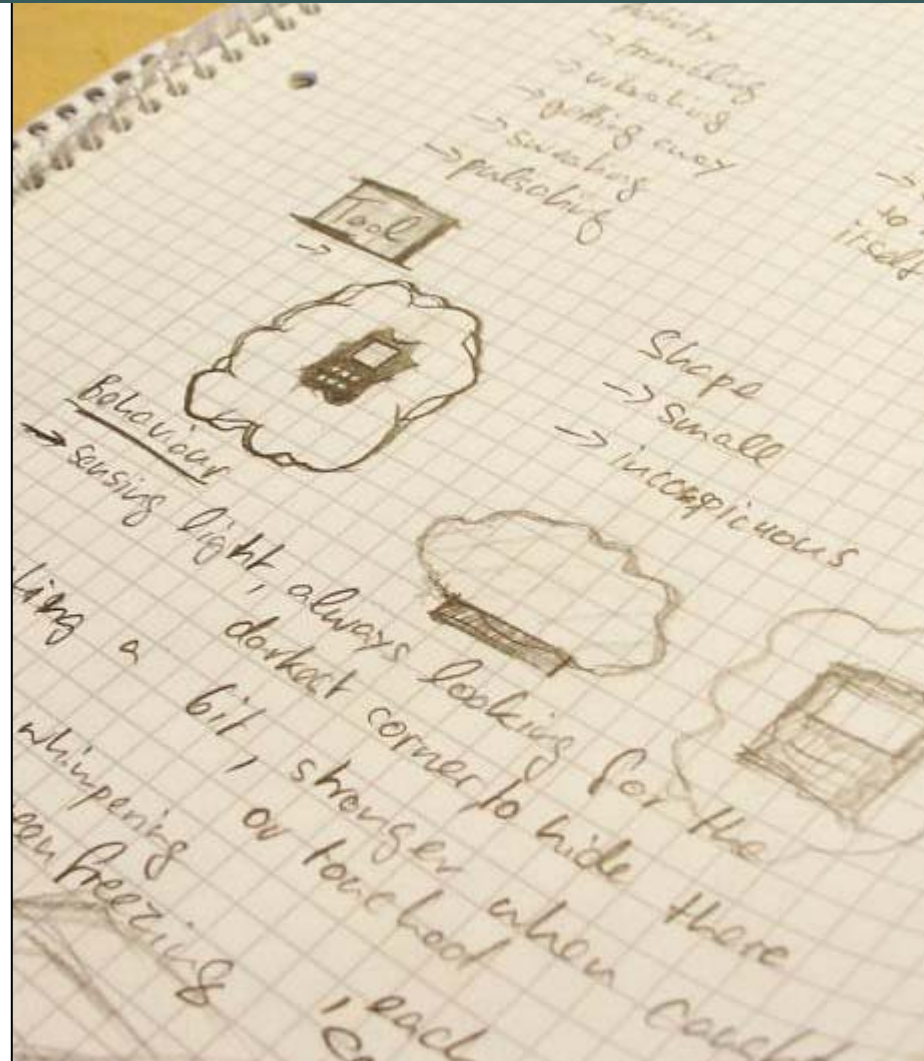
AESTHETICS OF INTERACTION



Aim

Propose design exercises
Propose literature
Propose didactics
etc...

= propose syllabus



IS ANYTHING UNCLEAR...?

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