First Lecture  Welcome to AVINT08
Teachers

Lars Oestreicher

Elina Eriksson

Jan "Gulan" Gulliksen

Erik Borälv
Who are you?

- Two and two - Interview each other
- 4 minutes
- Who are you? Where are you from? Favourite colour?

- After 4 min, present each other to the group
Administrative Info

- http://www.it.uu.se/edu/course/homepage/avint/vt08
- All hand-outs, and hand-in through Studentportalen
- Questions to Lars and Elina
What is your expectations on the course?

- Write on post-its, one for each expectation
- After 3 minutes, I will collect and put them on the black board
Goal of the Course (unofficial version)

The main goal of the course is that the student should be able to design and build interactive systems with the user and the user’s needs in focus. After the course, the student should have a deepened knowledge in interaction design and the practical application of interaction design.

The student should also have practical experience of:
• Formulating and delimiting design problems
• Performing field studies and contextual analysis
• Facilitating and performing design workshops
• Performing evaluation work
• Understanding the role of technical limitations and the production context in the construction of systems with the user’s needs in focus

After the course, the student should be able to relate to over-arching design theory and major concepts like experience, creativity and reflection.
Examination

- Active participation in the lectures
- Design Assignments, individual and in group
- Literature Seminar
- Examination Day
  - Literature assignment
  - Practical assignment
MUGSHOT

[Image of a person with earphones]
Design Portfolio

My name is Ken Wong, welcome to my illustration and design portfolio. Why are you reading this? This is an art site, go look at the pictures.
And now, you can also buy my prints.

-Ken
Literature Seminar

- 7 March + Examination day 1 April
- Reading instructions within a week on the schedule
- Reading material - the book and hand-outs on Studentportalen
- Start reading right away!
Design Assignments

- Mostly from Tuesday to Friday
- Speed-up the process
- Instructions in lecture slides
- Assignment description day and Assignment presentation day marked in schedule
First Assignment

- Pecha-Kucha
- Web pages
  - 2 bad design
  - 2 good design
- 15 seconds/slide
First Assignment

- NO TEXT in the slide
- Template on Studentportalen
- Deadline 24/1 18:00
- Hand-in to Studentportalen

Grading
- U: Not delivered, not contacted us
- 3: Standard web pages, attending seminar
- 4: Extra ideas/argument, active in seminar
- 5: Novelty ideas/argument, very active in seminar
Any Remaining Questions?