



UNIVERSITÀ  
DEGLI STUDI DI MILANO-BICOCCA

## SYLLABUS DEL CORSO

### Laboratorio di Interaction Design

2324-2-F9201P214

---

#### Aims

By the end of the course, students will have reflected and achieved a mature awareness of what it means to design (for) interaction with interactive computer systems and to make the user experience rewarding and engaging, beyond the traditional dimensions of usability. They will have grappled with the documentation of a realistically complex project for the realization of an application (mobile or desktop) or online service, of which they will be able to assess several dimensions, including technical feasibility and potential. They will be able to apply various techniques of participatory user involvement and evaluation of the maturity of the outcome of their project activities, weighing up the pros and cons of their design ideas.

#### Contents

The what, how, and why of interaction design, intended as the practice of designing interactive things.

#### Detailed program

Cultural and conceptual framework  
Design definitions, Interaction (5 dimensions)  
Methodologies, limitations and support  
Satisfaction of user needs, what does it mean?  
Quality in IxD, what does it mean?  
Relationship with User Experience  
Rapid prototyping techniques and tools  
User involvement techniques (user research)  
Impact of technology on interaction

## **Prerequisites**

There are no pre-requisites

## **Teaching form**

Lectures and Practice classes

## **Textbook and teaching resource**

Slides and articles provided by the teacher.

## **Semester**

Second Semester

## **Assessment method**

The examination is oral and individual on the topics of the programme.

The project concerns the preliminary feasibility study and rapid prototyping of an IT service or application. Students must bring to the interview documentation of the project in which they participated.

## **Office hours**

By appointment and at the end of the lectures.

## **Sustainable Development Goals**

GOOD HEALTH AND WELL-BEING | INDUSTRY, INNOVATION AND INFRASTRUCTURE | SUSTAINABLE CITIES AND COMMUNITIES

---