Interactive Ecosystems

Academic Year: (2020 / 2021)   **Review date: 10-07-2020**

Department assigned to the subject: Computer Science and Engineering Department

Coordinating teacher: DIAZ PEREZ, MARIA PALOMA

Type: Compulsory ECTS Credits : 6.0

Year : 3 Semester : 2

OBJECTIVES

CB1, CB2, CG4, CG6, CT3, CT5, CE15
RA1, RA2, RA4

DESCRIPTION OF CONTENTS: PROGRAMME

1. Human centered informatics and interaction ecologies
2. Paradigms, styles and principles of interaction
3. Ubiquitous computing and IoT, social and collaborative computing
4. Creativity and design
5. Participatory and people-centered design
6. Design thinking techniques: problem framing, divergent and convergent design
7. Prototyping and evaluating interactive ecosystems
8. User experience
9. Group project

LEARNING ACTIVITIES AND METHODOLOGY

AF1, AF2, AF3
MD1, MD2, MD3

ASSESSMENT SYSTEM

SE1 - final test
SE2- formative evaluation through individual and collaborative assignments

% end-of-term-examination: 20

% of continuous assessment (assigments, laboratory, practicals…):   80

BASIC BIBLIOGRAPHY

 - Kim Goodwin and Alan Cooper Designing for the digital Age, Wiley, 2009

ADDITIONAL BIBLIOGRAPHY

 - Amy J. Ko Design methods, Creative Commons License (https://faculty.washington.edu/ajko/books/design-methods/), 2018
 - Bill Moggridge Designing Interactions, MIT Press, 2007

 - Eric von Hippel Democratizing Innovation, MIT Press, 2005

 - Lars-Erik Janlert and Erik Stolterman Things that keep us busy, MIT Press, 2017

BASIC ELECTRONIC RESOURCES

 - Paloma Diaz, Ignacio Aedo, Andrea Bellucci y Teresa Onorati . Interactive Systems: http://spoc.uc3m.es