

Learning goals for ID master, Malmö University

This table describes the learning goals of the design project in the course "Multidisciplinärt Kunstnerisk Innovation" in relation to the three courses in the Interaction Design Master program at Malmö University.

	Knowledge and understanding	Skills and abilities	Critical skills and approach
Research Themes	You should have an understanding of place-centric computing as a suggested genre of interaction design, and a deeper understanding of context for interaction in relation to space and place.	You should demonstrate ability to do interaction design work from a place-centric perspective, driven by a 'living labs'-approach to design, and accounting for social, cultural and material structuring conditions of place.	You should demonstrate ability to reflect on the design process, acknowledging experience gained and identifying new learning goals, thereby take responsibility for the individual learning process You should demonstrate sensitivity and good judgement in designing with stakeholders in order not to compromise any ethical issues
Tools for ID	You should have an understanding of a 'living lab'-approach to design and the role of live experiments together with stakeholders to drive the design process.	You should demonstrate ability to apply an experimental approach to design where a large number of live experiments are carried out in the field together with stakeholders	You should demonstrate sensitivity and good judgement in how live experiments are set up with stakeholders in order not to compromise any ethical issues
Use Qualities	You should have knowledge of the challenges of assessing place-centric designs regarding the relations between people, technologies and place.	You should demonstrate ability to adapt existing approaches for assessing use qualities of place-centric designs. As place-centric computing is a developing area, there are no clear guidelines for assessing use qualities.	You should demonstrate ability to interpret the value and implications of assessment outcomes, regarding experiential qualities in place-centric computing

