

Module title		Abbreviation
Interaction Prototyping		o6-HCI-B-IAPT-242-m01
Module coordinator		Module offered by
holder of the Chair of Psychological Ergonomics		Institute of Human Computer Media
ECTS	Method of grading	Only after succ. compl. of module(s)
5	numerical grade	--
Duration	Module level	Other prerequisites
1 semester	undergraduate	--
Contents		
This course teaches the relevance of interactive prototypes in different modalities. Students learn to quickly generate and sketch many ideas and select appropriate design solutions from them. Students will be able to implement prototyping techniques for web & apps, conversational interfaces, and tangible and embodied interaction as part of a semester-long project.		
Intended learning outcomes		
After taking the module courses, students will be able to develop designs of interactive prototypes in various formats, applying guidelines of design and documenting them for the next development steps.		
Courses (type, number of weekly contact hours, language — if other than German)		
S (2) Module taught in: German and/or English		
Method of assessment (type, scope, language — if other than German, examination offered — if not every semester, information on whether module is creditable for bonus)		
a) presentation (approx. 20 minutes) with handout (approx. 5 pages) or b) presentation of project results (approx. 30 minutes) or c) term paper (approx. 10 pages) Language of assessment: German and/or English creditable for bonus		
Allocation of places		
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Additional information		
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Workload		
150 h		
Teaching cycle		
Teaching cycle: only in summer semester		
Referred to in LPO I (examination regulations for teaching-degree programmes)		
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Module appears in		
Bachelor's degree (1 major) Human-Computer-Interaction (2024)		