

<b>Module title</b>		<b>Abbreviation</b>
Interaction Prototyping		o6-MCS-Prot-222-mo1
<b>Module coordinator</b>		<b>Module offered by</b>
holder of the Chair of Psychological Ergonomics		Institute of Human Computer Media
<b>ECTS</b>	<b>Method of grading</b>	<b>Only after succ. compl. of module(s)</b>
5	numerical grade	--
<b>Duration</b>	<b>Module level</b>	<b>Other prerequisites</b>
1 semester	undergraduate	--
<b>Contents</b>		
<p>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 &amp; apps, conversational interfaces, and tangible and embodied interaction as part of a semester-long project.</p>		
<b>Intended learning outcomes</b>		
<p>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.</p>		
<b>Courses</b> (type, number of weekly contact hours, language – if other than German)		
S (2)		
<b>Method of assessment</b> (type, scope, language – if other than German, examination offered – if not every semester, information on whether module is creditable for bonus)		
<p>a) presentation (approx. 20 minutes) and 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</p>		
<b>Allocation of places</b>		
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<b>Additional information</b>		
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<b>Workload</b>		
150 h		
<b>Referred to in LPO I</b> (examination regulations for teaching-degree programmes)		
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<b>Module appears in</b>		
Bachelor' degree (1 major) Human-Computer Systems (2022)		