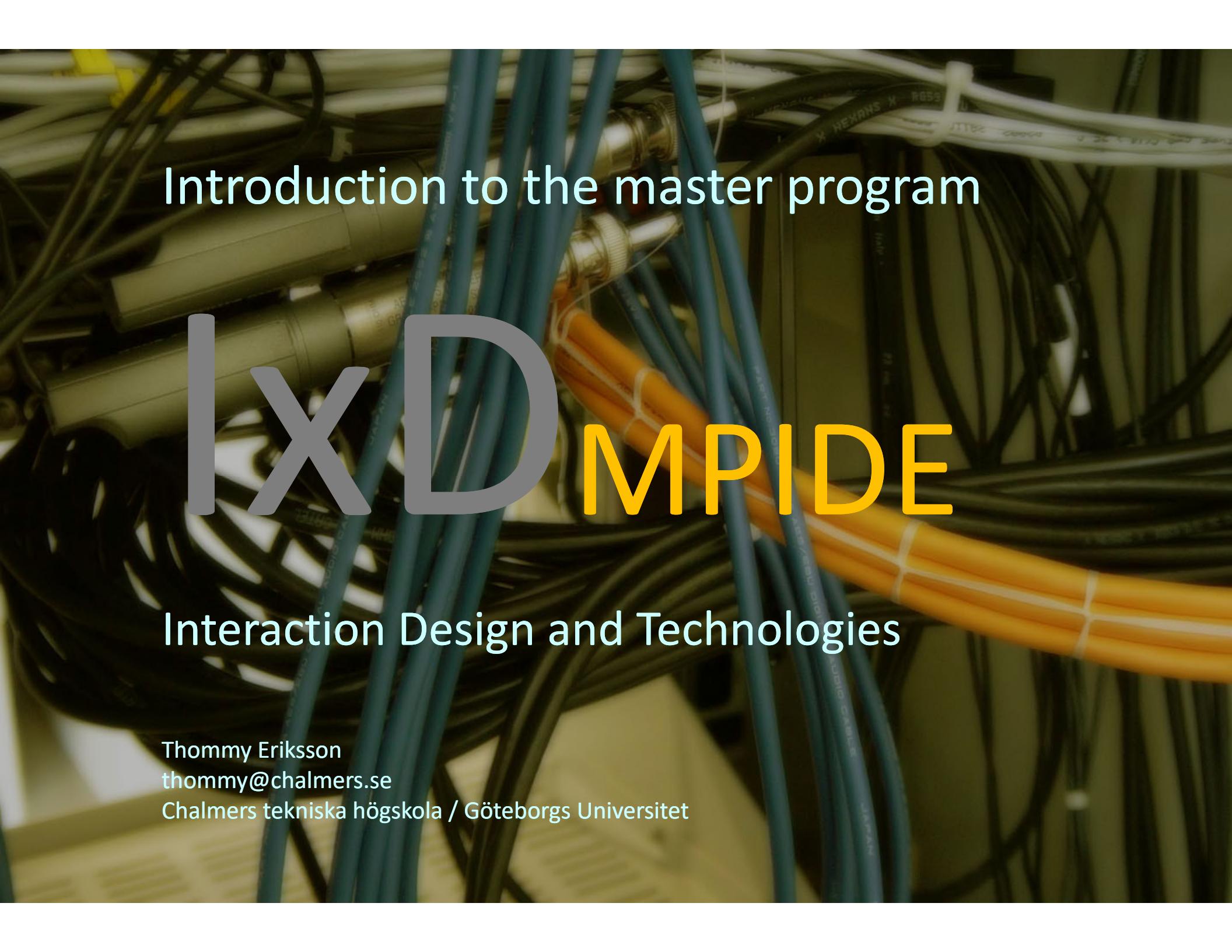


Introduction to the master program

IxD

Interaction Design and Technologies

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content

quality control

issue management

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University of Gothenburg

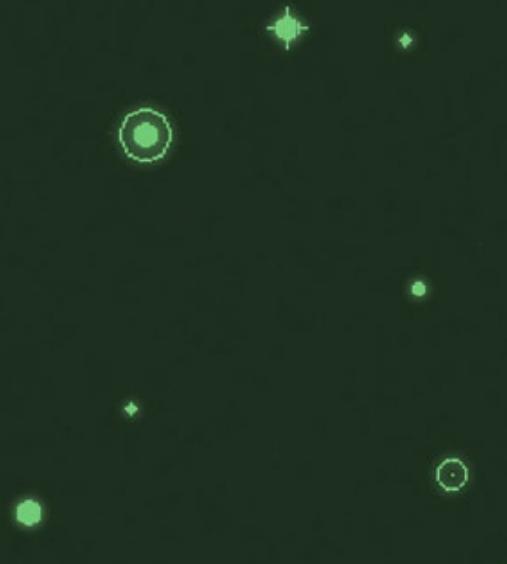
H avslutar och
ger huvudmeny.

Symbolen för den
aktuella variabeln
ser ut så här ☺

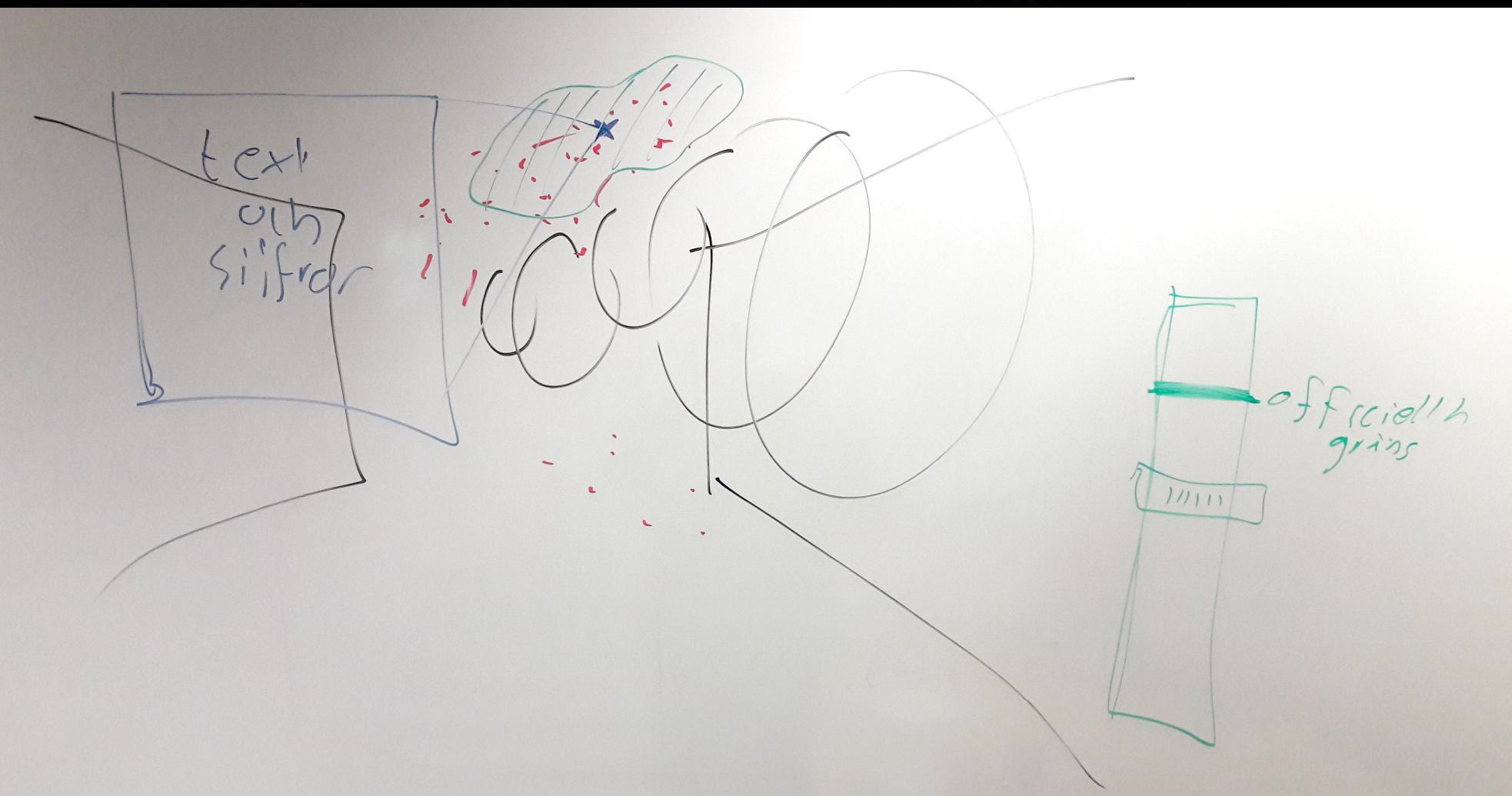
Jämförelsesstjärnan
som blinkar har
magnituden 3

Variabelns position
 $40^{\circ} 46'$ i dekl
och 3h 4.9m i RA

ALGOL



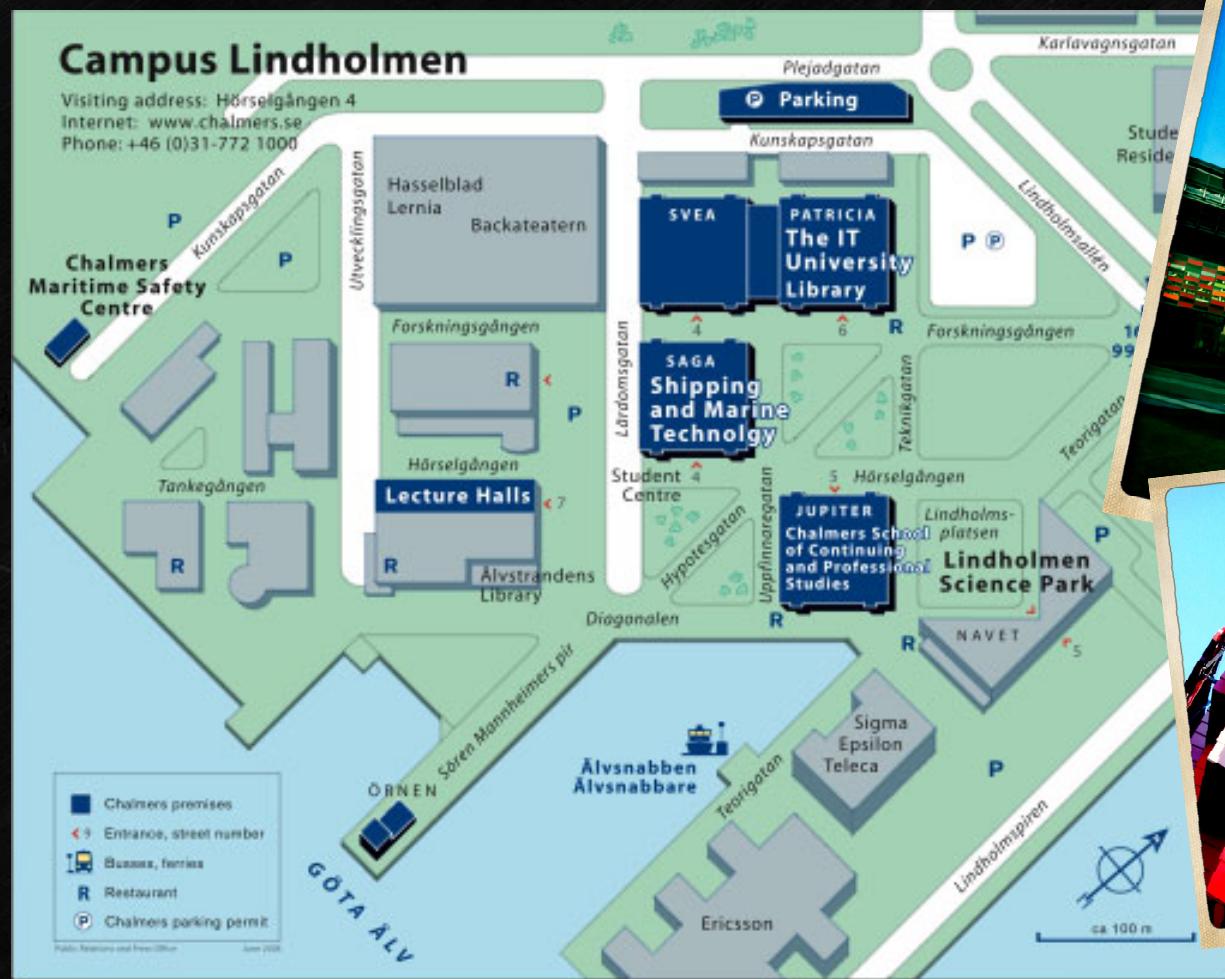
Är variabeln ljusare, lika ljus eller svagare (+/0/-) ?







Campus Lindholmen



Finding information

Canvas (canvas.chalmers.se)

- all courses
- program room

student.portal.chalmers.se
+ Slack

People to talk to

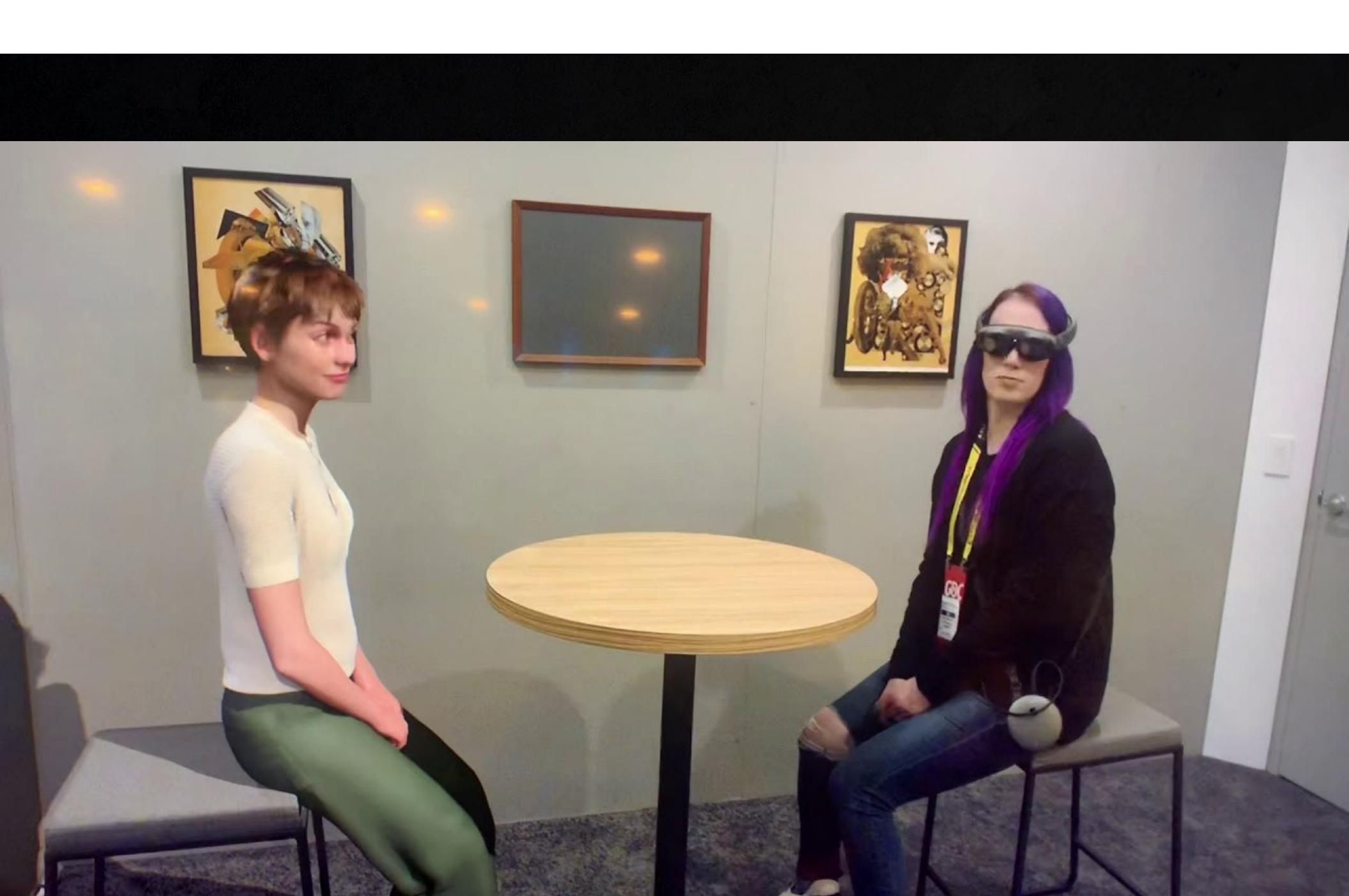
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For overarching issues regarding content, curriculum, etc.

Director of Studies (utbildningssekreterare) Ingemar Josefsson
ingjose@chalmers.se
course evaluations, credits etc.

Study Counsellor (studievägledare) Sanna Pitkänen
sanna.pitkanen@chalmers.se
individual study plan, which courses to take





IxD teaching approach

The program is based on three teaching principles

1. Mixing theory and practice
2. Mixing individual work with group work
3. Mixing defined problems/tasks with open ones

IxD teaching approach

Interaction designers need to combine technical skill with design thinking.

- Wicked problems; no final perfect solution
- Design choices need solid motivation...
- ...based on user focus

What teachers (should) do

- Teach (much supervision)
- Give continuous feedback (“crits”)
- Motivate grades
- ...we don't base grades only on group work

Design studio Kuggen

High & Low

Suggestions are welcome!

- When you leave, you remove your stuff and clean whatever you messed up
- Always open (yes, 24:7)
- Cleaning duty once per term

Safety training in Canvas
Laser Lab Operations License workshops



Design studio Kuggen Medialab



Studio Visual Arena



Upcoming

Methodology course, today

Safety Training, Tuesday

Prototyping course, Thursday

Course selection information, 12:15 September 14th

Teacher's Lunch, 12:15 September 19th

Laser Lab workshop, September 1st, 7th, 8th



Stay Hungry. Stay Foolish.