Interaction Design

We approach interaction design as an interdisciplinary research field. Our work is thus grounded in design-oriented research, social science and computer science. It is of crucial importance to understand the design process and the qualities of digital materials in use, such as functionality, aesthetic as well as ethical factors.

We work with a design-oriented tradition from a pragmatic perspective. Our applied aim is to support people engaged in cognitive and social activities such as learning, teaching, communicating, engaging in society and politics, and exploring new media and technologies.

Our theoretical aim is to contribute to conceptualize the design process of digital applications, to explore the potential and limits of the digital material, and to investigate new interaction opportunities.

Design as practice and process

Our research is theoretically and methodologically grounded in computer science. Research ranges from applied design research and user involvement to design theory and design philosophy.

Our research is centered around four aspects of interaction design.

Developing theory and practice
We aim to produce knowledge about design practice, our studies focus the design processes that unfold in real world environments. A special attention is given to the earlier phases of design such as research of design problems and development of design concepts.

Prototyping and testbeds
Of particular interest for us is the role played by user-centered methods such as sketching, scenarios, storyboards, and high-fidelity prototyping in the design and development processes of services and applications.

Design beyond the artifact
We view design as a process that does not end in an artifact, but continues in its use.

Evaluation
We have a strong background in Human-Computer-Interaction. Testing and evaluation of usability and user-experience as well as software testing are natural parts of the design process.

Our research includes the realisation of computer hardware, software and services. This means that interaction design joins together several technical and engineering disciplines, as well as social and cognitive sciences, communication science/linguistics, and industrial design.

Our results in interaction design is often a natural part of other research areas at DSV such as Technology Enhanced Learning, e-government, Digital Games, Consumer-oriented mobile services, Arts and Technology for Society etc.

Contacts

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Ongoing projects

A study on the role of representational artifacts and actions in interaction design: Sketching as an embodied practice (DEKAL)

A mobile language blog for a living and shared every day use

Writing to Learn in Digital Environments (WIDE),

For more project examples see other research areas within DSV such as Technology Enhanced Learning, Arts and Technology for Society, e-government, Digital Games, Consumer-oriented Mobile Services.

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www.dsv.su.se/interaction

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