

Course evaluation of DH2620 ht2016

A summary

1. Course evaluation shows that the majority of students worked between 3 and 8 hours per week and that they worked more during the final period of the course, during the development of a digital prototype. They consider that more activity in the form of analysis of already existing interaction design during the first part of the course could improve the introduction of courses to make a more engaging introduction to the course.
2. The results of the survey showed that there was interest in the subject and that a majority of the students worked to reflect on the subject matter and encouraged the students to work independently during the course. The students felt that better feedback from practice leaders would improve the learning process in their work, both during exercises, on blogs and in project work. Students suggest better instructions from their exercise leader in what they can do to fulfill the learning objectives.
3. A majority of the students felt a social community with other students and that they learned from cooperation and by discussing with other students during the course. The students commented on the social activities were mainly within their own project group. The course felt inclusive for the students.
4. The survey shows that the examination is lacking. It is not clear to students how the course goals can be achieved and what to work towards to get a good grade. The student comment that they don't understand the expectations of them on the course. Comments show that students largely wish for grades to be removed from courses so focus of the learning process is focusing more on the design process. Furthermore, the questions are perceived as difficult to understand in the examinations and a rewording of these is desired. The students requests more specific feedback early in the course to be able to work towards higher grades.
5. With regard to the layout of the course, students wish a greater activity early on in the course, and is suggesting exercises to include working on evaluation and analysis of existing interactive projects as part of exercises in the beginning in the course. The students suggest the iterative moments of their design starts earlier and is more frequent to meet the learning objectives.
6. Lectures were considered instructive and received positive feedback from students. The improvement could be a better relation to the readings in the course and more focus on the main concepts in HCI. Students want more relevant examples of existing interaction projects that they can relate to. The guest lecturers were considered by most students to be instructive and inspiring and students wish them to return.