



Programme Syllabus: **Master's Programme in Interaction Design, 120 Credits**

In Swedish: Masterprogrammet i interaktionsdesign, 120 hp

Credit points: 120 ECTS credits

Programme code: DAIDM

Established by: Faculty board of Science and Technology, Umeå University, Sweden

Date of establishment: 2013-06-20

Registration Number: 514-927-07

Valid from: Autumn 2015

Entry Requirements

A Bachelor's degree, in Industrial Design or equivalent subject area which should include at least 60 ECTS credits in the field of Design + Portfolio. Proficiency in English equivalent to Swedish upper secondary course English B/6.

Degree

After completed studies in the programme the student are eligible to apply for a Degree of Master of Fine Arts in accordance with the local Degree Requirement, established by the Vice-Chancellor, see <http://www.umu.se/english/education/student-support/getting-a-degree-from-umea-university/degree-requirements>

The degree is issued within the subject of Industrial Design with specialisation in Interaction Design.

Description of the education for current education cycle

Higher Education Act, section 9:

Second-cycle courses and study programmes shall be based fundamentally on the knowledge acquired by students during first-cycle courses and study programmes, or equivalent.

Second-cycle courses and study programmes shall involve the acquisition of specialist knowledge, competence and skills, and in addition to the requirements for first-cycle courses and study programmes shall:

- further develop the ability of students to integrate and make autonomous use of their knowledge,
- develop the students' ability to deal with complex phenomena, issues and situations, and
- develop the students' potential for professional activities that demand considerable autonomy, or for research and development work.

National goals for current degree

Knowledge and understanding

For a Degree of Master of Fine Arts (120 credits) the student shall:

- demonstrate knowledge and understanding in the main field of study, including both broad knowledge of the field and a considerable degree of specialised knowledge in areas of the field as well as specialised insight into current research and development work, and
- demonstrate familiarity with methods and processes for dealing with complex phenomena, issues and situations in the field.

Competence and skills

For a Degree of Master of Fine Arts (120 credits) the student shall:

- demonstrate the ability to formulate new issues autonomously and creatively and contribute to the formation of knowledge, solve more advanced problems, develop new forms of personal expression as well as to reflect critically on his or her artistic approach and that of others in the main field of study
- demonstrate the ability to create and execute his or her own ideas with his or her own personal expression, to identify, formulate and solve artistic and creative problems autonomously and also to plan and undertake advanced artistic tasks using appropriate methods within predetermined time frames
- demonstrate the ability both nationally and internationally to clearly present and discuss his or her works and artistic issues in speech, writing or in other ways and in dialogue with different audiences, and
- demonstrate the competence and knowledge required to work autonomously in a professional capacity.

Judgement and approach

For a Degree of Master of Fine Arts (120 credits) the student shall:

- demonstrate the ability to make assessments in the main field of study informed by relevant artistic, social and ethical issues
- demonstrate insight into the role of art in society, and
- demonstrate the ability to identify the need for further knowledge and take responsibility for his or her ongoing learning.

Local goals for current degree

General goals for a Degree of Master of Fine Arts in Industrial Design at Umeå University

A student who has completed a Master of Fine Arts Programme in Industrial Design shall:

- have a good ability to collect relevant information
- have an advanced ability to identify, formulate and analyse problems
- on an advanced artistic level, have a deep ability to work with two- and three-dimensional form and creative thinking
- on an advanced artistic level, being able to present form through, for example, physical and/or digital models and sketches
- master the different phases of the design process very well
- apply advanced and contemporary design methods in practical project work
- have very good ability to independently organise project work regarding planning, execution and presentation
- have ability to participate in product development processes in collaboration with other specialists, and
- have an understanding for how enterprises are organised and work within the field of design.

Goals for a Degree of Master of Fine Arts in Industrial Design with specialisation in Interaction Design at Umeå University

In addition to the general goals for a Degree of Master of Fine Arts in Industrial Design, the goals for a Degree with specialisation in Interaction Design are that the student shall have achieved:

- very good artistic ability to create form with a personal expression
- very good creative ability to develop new concepts and ideas in an iterative process together with other experts in the product development process
- good ability to work with modern computer-aided equipment and processes
- deep understanding for human-machine interaction and interactive technologies
- great understanding for the structure within an industrial organisation and understanding for the importance of marketing in the industrial process
- understanding of, and ability to, work with different kinds of Interaction Design within different businesses and service organisations, and
- great understanding of, and have very good ability for, planning and presentation of results in writing, verbally and different kinds of visualisations.