COMP3900 Human-Computer Interaction

https://programsandcourses.anu.edu.au/course/comp3900

Prerequisite structure   Open to students with relevant backgrounds
Prerequisite units   Normally completed at least 48 units

TD Skills: Do students develop transdisciplinary problem-solving skills through this course?

For example
Description: This course [...] will introduce students to key interaction and experience design paradigms, approaches and methods. LO: [Context-based] Demonstrate an awareness of ethical considerations in technology design, and apply ethical approaches to design research and practice.

TD Skills: Do students meaningfully collaborate across disciplinary/area difference through this course?

Somewhat Likely
Students from a common disciplinary background collaborating with experts from broad disciplinary backgrounds

For example
Assessment: Prototype design - Students will work in groups to undertake ideation and create a prototype of a design idea that relates to the given design brief.

TD Context: How is the transdisciplinary problem-solving experience situated with respect to broader contexts?

Somewhat Likely
Students explore big-picture problems, ideas and broader contexts in relation to a discipline/area

For example
LO: Apply social, cognitive, emotional, and accessibility theories and lenses in critiquing existing technologies, and developing new design ideas.