

Statement of participation

Farzam Rezayati Ajibisheh

has completed the free course including any mandatory tests for:

An introduction to interaction design

This free 10-hour course looks at interaction design in the world around us and the process involved in its implementation.

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www.open.edu/openlearn

This statement does not imply the award of credit points nor the conferment of a University Qualification.
This statement confirms that this free course and all mandatory tests were passed by the learner.

Please go to the course on OpenLearn for full details:

<https://www.open.edu/openlearn/science-maths-technology/an-introduction-interaction-design/content-section-0>

COURSE CODE: **TM356_1**

An introduction to interaction design

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Course summary

From apps, phones and business systems to wearables, the Web and the Internet of Things, interactive products have become part of everyday life. But how can interactions be designed to best meet their purpose and offer good user experience? This free course, An introduction to interaction design, explores this topic. You will learn: what interaction design is; the importance of user-centred design - with its goals and principles; how interaction design focuses on the characteristics of the user, their activities and environment; and the core activities and methods of the interaction design process.

Learning outcomes

By completing this course, the learner should be able to:

- understand what interaction design is, the importance of user-centred design and methods of user information gathering
- understand how the sensory, cognitive and physical capabilities of users inform the design of interactive products
- understand the process of interaction design, including requirements elicitation, prototyping, evaluation and the need for iteration
- analyse and critique the design of interactive products
- select, adapt and apply suitable interaction design approaches and techniques towards the design of an interactive product.

Completed study

The learner has completed the following:

Section 1

What is interaction design

Section 2

Goals and principles of user-centred design

Section 3

The 'who where and what' of the design context

Section 4

Interaction design activities and methods