Welcome to Digital Design and Innovation

As a Digital Designer and Innovator, you want to understand what excites users, what worries stakeholders, as well as keeping updated on the latest technological advances in web, mobile, embedded systems, and spoken interaction. This program teaches you marketable skills you can immediately apply in your career, as well as a mindset that will prepare you for whatever else comes at you.

What we teach. Our focus is on human-centered design thinking for the digital age. The program's learning goals include:

– Understanding complex systems, processes, and relationships between people, technology, and business.

– Creatively framing and solving problems at all levels of detail: strategic as well as tactical.

– Empathizing with users. We teach a human-centered design process. The goal is to build sustainable, desirable, and viable solutions that help users accomplish their goals.

– Constantly learning new things about technology, interaction, behavior, and people.

International opportunities. The spring semester in year 2 is designed for international exchange. Courses in the international semester are taught in English, and covers exciting topics such as Speech and Sound Interaction, Digital Innovation, and a Health Innovation design studio course.

Contact:
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Program Director
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Courses - Year 1

SEMESTER 1
THINK/DO

- Basic skills and forming an identity as designer.
- Design thinking, process, academic writing, visual design, presentation technique, and basic prototype creation.

Digital Design and Innovation 15hp
Visual Communication 7,5hp
Interactive Prototypes 7,5hp

SEMESTER 2
COMMUNICATE


Interaction Design 7,5hp
Cognition and Usability 7,5hp
Web Programming 7,5hp

Design Studio 1: WEB
Establishing the craft and design process for a well-known use (and device) context.

Digital Design and Innovation
Courses - Year 2

SEMESTER 3
INVOLVE
User-centered design where use contexts, user goals, and business models are all involved. Focus on design as research, practice, and strategic business modeling tool.

Socio-cultural perspectives on digital media 7,5hp
Design Strategy and Business Modeling 7,5hp
Design as research and practice 7,5hp
Studio: MOBILITY 7,5hp

SEMESTER 4
INNOVATION
(International semester)
All teaching in English, customized for international exchange. Focus is on future use and interaction with technology.

Applied Ethnography 7,5hp
Speech and Sound Interaction 7,5hp
Digital Innovation 7,5hp
Studio: HEALTH 7,5hp

Design Studio 3: HEALTH
The third studio weaves together business modeling, strategic design, and product innovation in the context of health technology.

Design Studio 2: MOBILITY
The second studio steps out into the wild. Increasing demands on studying and understanding users and mobile use contexts.

Semester 3 INVOLVE
Design Studio 2: MOBILITY
Semester 4 INNOVATION

Design as research and practice
Applied Ethnography
Speech and Sound Interaction
Digital Innovation
Studio: HEALTH

Digital Design and Innovation
Courses - Year 3

SEMESTER 5
SUSTAINABILITY
Longevity and sustainability perspectives in scientific research and practice. Design is put in relation to social, economic and ecological sustainability. New forms of interaction are explored when we focus on digitally enhanced physical materials in our artifacts.

- Scientific Method and Research Ethics 7,5hp
- Physical Materials and IT 7,5hp
- Sustainability and Design 7,5hp

Design Studio 4: SUSTAINABILITY
Integration of digital services in physical artifacts. Increased requirements on viability and sustainability. The design as craft is very open, since device and type of artifact is not given in this last studio course.

SEMESTER 6
PROFILE
The last semester provides an opportunity for students to customize and profile with their own choice of courses, and thesis topic.

- Optional Course I 7,5hp
- Optional Course II 7,5hp
- Candidate Thesis in Informatics 15hp

Candidate Thesis

Degree