

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.

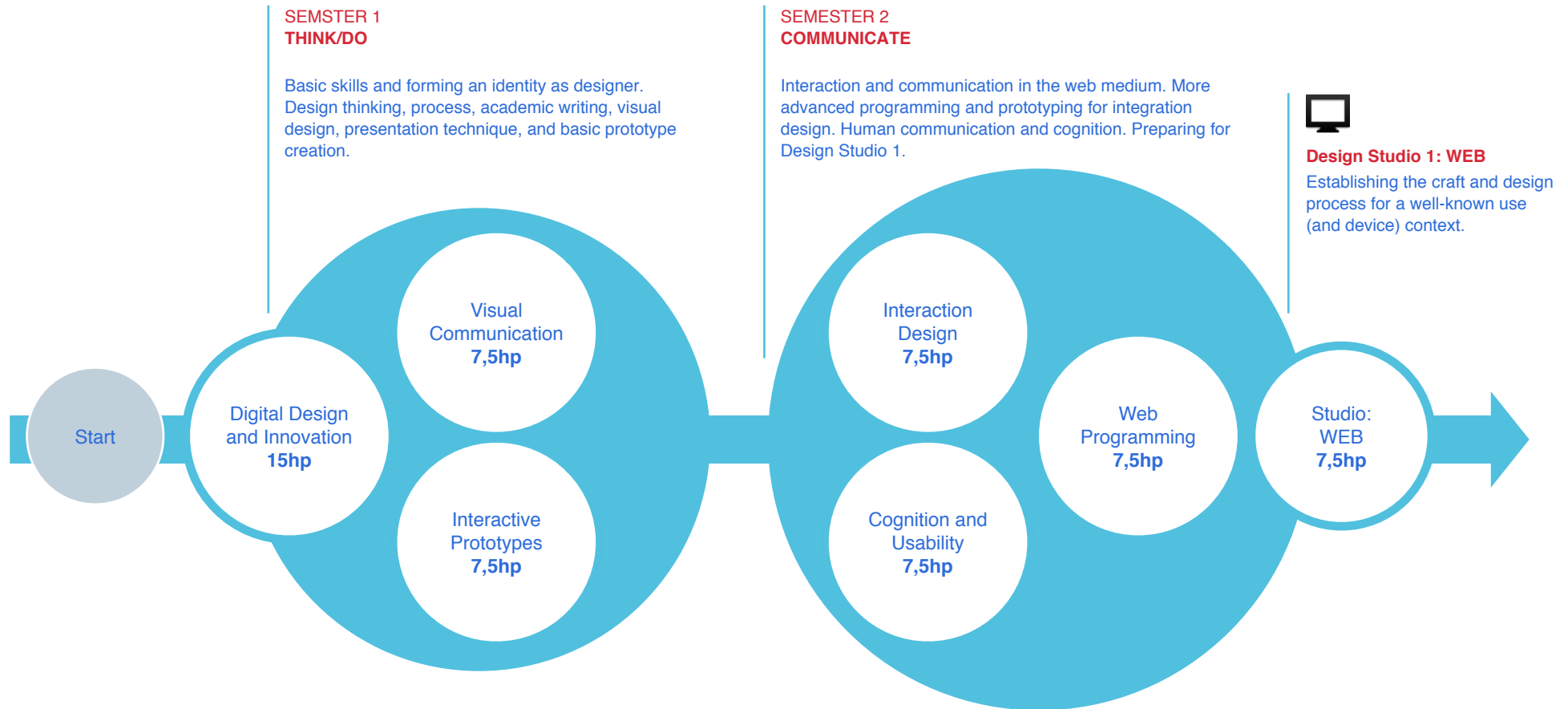


International opportunities. Year 2 is designed for international exchange. Courses in the international semester are taught in English, and covers exciting topics such as Speech and Sound Interaction, Digital Innovation, and a Health Innovation design studio course.

Contact

digitaldesign@hh.se
www.hh.se/digital-design

Courses - Year 1



Courses - Year 2

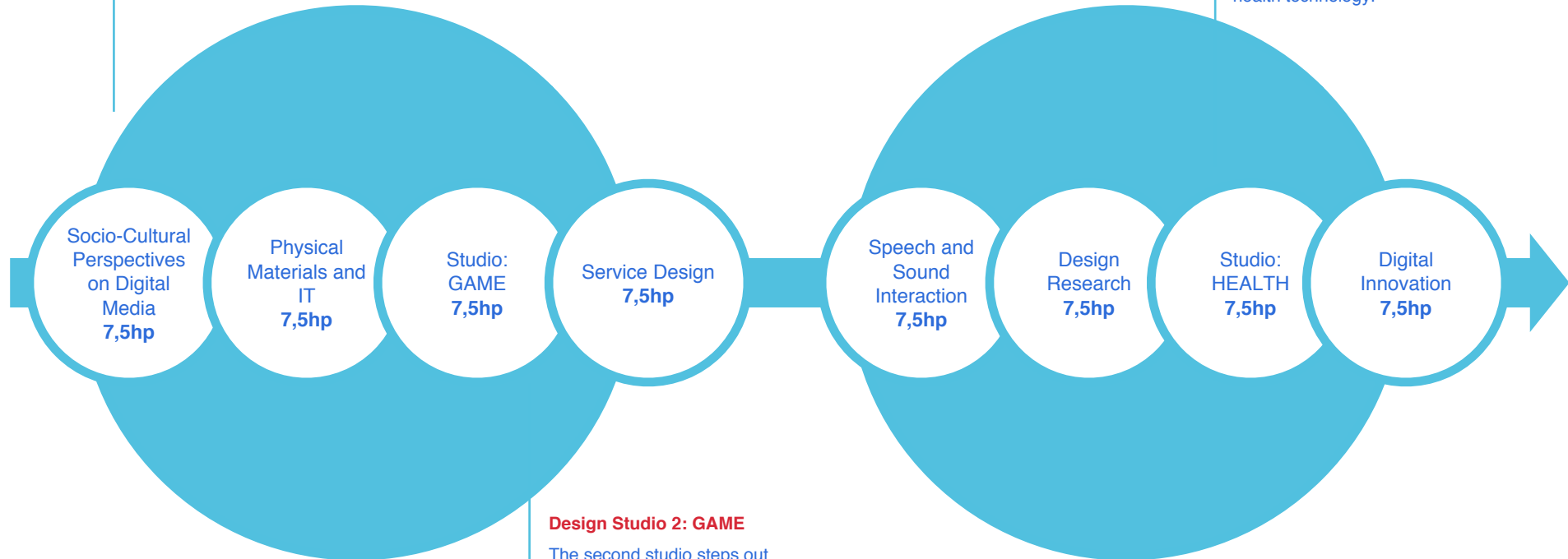
SEMESTER 3 INVOLVE

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.



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: GAME

The second studio steps out into the wild. Increasing demands on studying and understanding users and mobile use contexts, and applying game mechanics to innovative design solutions..

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

Object-Oriented Programming
7,5hp

Sustainability and Design
7,5hp

Current Issues in Digital Design
7,5hp

SEMESTER 6 PROFILE

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



Candidate Thesis

Studio: SUSTAINABILITY
7,5hp

Candidate Thesis in Informatics
15hp

Optional Course
7,5hp

Degree



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.