

COURSE SYLLABUS

Agile Practices and Leadership in User Experience Design, 7.5 credits

Agila metoder och ledarskap inom User Experience Design, 7.5 högskolepoäng

Course Code: T2AMOL	Education Cycle: Second-cycle level
Confirmed: Sep 01, 2025	Disciplinary domain: Technology
Valid From: Jan 18, 2027	Subject group: Informatics/Computer and Systems Sciences
	Specialised in: A1N Second cycle, has only first-cycle course/s as entry requirements
	Main field of study: Informatics

Intended Learning Outcomes (ILO)

On completion of the course the student shall:

Knowledge and understanding

- show familiarity with approaches to project organization, collaborative work, agile practices, and leadership
- display knowledge of methods that support problem framing, ideation, and iterative development
- demonstrate comprehension of how professional roles contribute to aligning user needs, organizational goals, and technical possibilities

Skills and abilities

- demonstrate skills of communication, facilitation, and collaboration in group-based projects
- demonstrate the ability to translate insights and ideas into structured plans of action
- demonstrate the ability to take on different roles in team settings and contribute constructively to shared outcomes
- demonstrate the ability to cope with changing requirements and conditions in group-based projects

Judgement and approach

- demonstrate the ability to critically reflect on one's own role and contribution in collaborative projects
- demonstrate an understanding of how to balance different perspectives and constraints in professional practice

Content

This course introduces students to contemporary approaches for organizing, leading, and participating in collaborative projects within the field of user experience design. Emphasis is placed on practical, hands-on activities where students engage in teamwork, creative problem-solving, and iterative development. The course also provides space for reflection on leadership, professional identity, and the transition from academic study to working life.

The course includes the following elements:

- Introduction to project organization and professional roles.
- Principles of agile and iterative work practices.
- Human-centered methods such as design thinking.
- Facilitation, communication, and leadership in group settings.
- Practical exercises and simulations of project workflows.
- Reflection on personal leadership style and professional development.

Type of instruction

Lectures and seminars.

Language of instruction is English.

Entry requirements

The applicant must hold the minimum of a bachelor's degree (i.e., the equivalent of 180 ECTS credits at an accredited university) with at least 90 credits in Informatics, Computer Engineering, Computer Science, or equivalent. Proof of English proficiency is required.

Examination and grades

The course is graded 5, 4, 3 or U.

Registration of examination:

Name of the Test	Value	Grading
Presentation ¹	3.5 credits	5/4/3/U
Seminar	4 credits	G/U

¹Determines the final grade of the course, which is issued only when all course units have been passed.

Course literature

Please note that changes may be made to the reading list up until eight weeks before the start of the course.