Pedagogical merits: overview

2015- yearly ongoing: Course coordinator and examiner for Interactive Products.

2014- yearly ongoing: Course coordinator and examiner for Advanced interaction design given to 7 different educational programs.

2013: Course coordinator for the course 729G27- Advanced Course in Qualitative Research Methods *(7 students)*. A course with lectures, home assignments, and seminars. Examined with home essay. Course grade 4,4/5.

2013- yearly ongoing: Designing the user/customer research learning activities, and developed the course goals and examination using the SOLO taxonomy, in the course TDDD32 – user driven product development *(~70 students)*. The students learn about user-driven design in a project, and reflect upon the process in individual reports.

2010- yearly ongoing: Responsible for concept development and prototyping activities in the course 725A24- Service Design, Studio *(6 students)*, and later TDDD51- Service design and innovation (*25-35 students*). The students conduct a service design process.

Complete list of teaching activities

Year	Program(s)	Name	Level	Role(s) in course	Credits
2015 - ongoing	DPU – design and product engineering	TDDD90- Interactive products	Master	Course coordinator. Lectures, project supervision, grading of project reports and individual assignments.	6ECTS
2015 - ongoing	-IT – information technology -D – computer science -Cognitive science -Graphic design and communication + more	TDDD53 & 729A88- Advanced Interaction Design	Master	Course coordinator. Lectures, project supervision, grading of project reports and individual assignments.	6ECTS
2014	-DPU – design and product engineering -IT – information technology -D – computer science -Cognitive science -Graphic design and communication + more	TDDD53 & 729A88- Advanced Interaction Design	Master	Course coordinator. Lectures, project supervision, grading of project reports and individual assignments.	6 ECTS
2014 - ongoing	Cognitive science	729G41- Capstone Course in	Bachelor	Seminar leader, grading of home essay.	6 ECTS

Year	Program(s)	Name	Level	Role(s) in course	Credits
2013	Cognitive science	Undergraduate Cognitive Science 729G27-Advanced Course in Qualitative Research Methods	Bachelor	Course coordinator. Lectures and seminars. Grading of home essay.	6 ECTS
2010	Cognitive science	725A24-Service Design, Studio	Master	Lectures and supervision. Grading.	15 ECTS
2011	DPU – design and product engineering	TMKT68-Integrated Product Development – Project Course	Bachelor	Supervision of design project.	16 ECTS
2011-ongoing	DPU – design and product engineering	TDDD51-Service design and innovation	Master	Lectures, supervision, grading of project reports and individual assignments.	6 ECTS
2008 - ongoing	DPU – design and product engineering	TDDD32-User-Driven Product Development	Bachelor	Lectures, project supervision, grading of project reports and individual assignments.	6 ECTS
2008	Graphic design and communication	TDDC62-Graphic Design Project: Interactive Media	Bachelor	Project supervision	18 ECTS
2007 – 2010	Cognitive science	729A59 Interaction Design: Theories and Methods	Bachelor	Grading	7,5 ECTS

All courses are prepared in English and Swedish, and given in English when required.

Amount of teaching during PhD studies:

Year	Hours
2010	140

2011	210
2012	120
2013	384
2014	170
(1/2 year)	
Total	**1024**

Guest lecturing

2015 Design Thinking: Strategic Design for Innovation. 9-Month, Part-Time Multidisciplinary Executive Education Program in Bergen, Design Region Bergen

2012 Service design (7,5 ECTS) - at HDK, Högskolan för Design och Konsthantverk (School of Design and Crafts) 1 lecture on service prototyping.

2011 MF2038 - Service design (6 ECTS) - at KTH, Kungliga Tekniska Högskolan (Royal Institute of Technology) 1 lecture on service prototyping.

Supervised student projects

2015

Master level

Communicative design work: Communication and knowledge transfer when creating visualisations [Translated] (Kommunikativt Designarbete: Kommunikation och Kunskapsöverföring vid Visualiseringsskapande – *Joacim Wirebrand*

Bachelor level

Is the best design always better? - effects of familiarity within the prototype domain – *Marcus Liw*

2014

Master level

Communication through boundary objects in distributed agile teams: An intergration of User-Centered Design and Agile Development – *Johan Persson*

Interaction designers' Experience of Software Developers' Empathy for Design [Translated] (Interaktionsdesigners upplevelse av utvecklares empati för design) – Malin Lundström

Bachelor level

Good Content for Social Media? Recommendations for the Webpage Wallyfy [Translated] (Vad gör innehåll bra i sociala medier? En studie med framtagna rekommendationer för hemsidan Wallyfy) – *Albin Gustafsson*

2013

Master level

What influence the use of a wiki as a knowledge management system? - *Fredrik Löfgren*

Storytelling in User Centered Design - Interviews, Analysis, and Ideation [Translated] (Att använda storytelling i användarcentrerad design - I intervjuer, analys och idéworkshop) - *Jeanette Bendelin*

A Comparative Evaluation Between Two Design Solutions for an Information Dashboard - *Lovisa Gannholm*

2012

Master level

Workshop Methodology for Starting New Projects Within Mobile IT - *Jonas Bergström & Christoffer Johansson*

Smartphone apps for bank services - A design case - *Anders Mannerhagen*

Bachelor level

Development of interface for monitoring a system with renewable energy sources at a modern dairy farm - *Madeleine Persson*

User Collage: Is it possible to replace Personas with a User Collage? - *Karin Edström*

To generate ideas with assigned roles and perspective in project groups – and how to avoid free-riding - *Madelen Brandt*

Parallel prototypes for need analysis - *Martin Lidman & Erik Otterman*