COURSE DESCRIPTION
CONSUMER ELECTRONICS

Course title Consumer Electronics	**Kursustitel** Forbrugerelektronik
Exam code / Course code BI2EL--KME / F27BI2ELUV	**Approved** 28.04.26
Level and semester BA 4th semester	**Field of study** Industrial Design
ECTS 12,5	**Responsible** Per Voss Nielsen
Exam form Semester exam Combination exam: Oral defence and design product	**Assessment** 7-point grading scale The exam is an overall evaluation of the presented design product and the oral defence
Censor External	**Extent/duration of exam** The duration of the total semester exam is 60 minutes: 20 minutes for the student's presentation 20 minutes for discussion 20 minutes for deliberation and announcement
Group exam It is not possible to take the semester exam as a group exam.	**Prerequisite** As a mandatory prerequisite for participation in the exam, the student must deliver a learning portfolio for the semester before a deadline set by the study administration. The learning portfolio is not part of the exam. Exchange students are exempt, and do not need to hand in a learning portfolio to participate in the exam.

Kolding School of Design
Ågade 10, 6000 Kolding,

(+45) 76 30 11 00
designskolenkolding.dk

COURSE DESCRIPTION
CONSUMER ELECTRONICS

Course objective
The aim of the course is for the student to develop an understanding of user interaction and user experience in complex consumer electronic products.

The course focuses on the interplay between form, technology, and user actions, and the student will work on integrating interaction principles into a coherent product architecture. Through this work, the student will gain insight into how technological components, functions, and product structure influence design, usability, and feasibility, including considerations related to disassembly, repairability, and product lifespan.

Learning outcome
At the examination, the student is expected to:

Knowledge:
- *have knowledge of fundamental principles of user interaction in physical products*
- *understand the relationship between technology, function, and form*
- *have insight into product architecture in relation to consumer electronic products, including design and construction for disassembly and maintenance*

Skills:
- *be able to analyze and develop interaction principles in relation to a specific product*
- *be able to integrate technological components and product structure into a coherent product architecture*
- *be able to evaluate and make decisions regarding product construction in relation to maintenance, disassembly, and product lifespan*
- *be able to develop and justify a feasible design proposal within a given technological framework*

Competences:
- *be able to develop a design proposal in which user interaction, technology, and form are integrated into a cohesive whole*
- *be able to reflect on the significance of the user experience for the overall quality and value of a product*

Generic learning outcome
In addition to the above-mentioned course-specific learning outcomes, the student is also expected to:

- *be able to present own research and project through an oral and visual presentation, that both explains what, why and how, and contains a reflection on the process and the concrete learning along the way*
- *be able to translate design experiments – regardless of the outcome – into learning and development of their own design practice*

Kolding School of Design
Ågade 10, 6000 Kolding,
(+45) 76 30 11 00
designskolenkolding.dk