

Interaction Design and Sustainability

Study programme	YUFE Joint Bachelor in Urban Sustainability Studies
Academic year	2026/2027
Curriculum component	Minor: Urban Ecology
Year and semester	2nd year, 2nd semester (4th semester overall)
Course type	Elective
ECTS credits	2
Contact hours (L+S+E)	10+20+0
Language of instruction	English

Contact

Course coordinator

Professor Sanja Bojanić, PhD

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Prerequisites

No requirements.

Course objectives

This course introduces students to foundational principles and practices of interactive design rooted in contemporary theories of socio-ecological sustainability. Students explore the intersection of design thinking, normative behavior change, and technology, engaging with global sustainability challenges through prototyping digital tools aimed at improving collective action and resource governance. The course blends critical theory with applied design skills and promotes interdisciplinary collaboration through the use of remote co-design tools like Figma.

Learning outcomes

- Identify and explain key theories on the governance of common-pool resources and normative change in socio-ecological contexts.
- Apply user-centered and interaction design principles to address sustainability challenges.
- Design and present a prototype of an interactive application targeting behavioral or systemic change related to sustainability. Evaluate the effectiveness of design interventions in relation to user experience (affordance, simplicity, usability, and motivation) and sustainable impact.

Course content

- Introduction to the course and problem landscape
- Governance of common-pool resources (Ostrom)
- Normative change and social habit formation (Bicchieri)
- UX fundamentals I: affordance, simplicity, usability

- UX fundamentals II: motivation and habit-loop design
- Group formation and problem selection
- First research findings and design hypotheses
- Midterm project proposals
- Peer feedback and critique
- Draft iteration and mentoring
- Second design draft presentations – Group A
- Second design draft presentations – Group B
- Feedback session & adjustments
- Final presentations
- Reflective writing and closing discussion
- x lectures x independent tasks
- x seminars and workshops x multimedia and network

Teaching and learning methods

lectures and seminars and workshops.

Assessment and grading

Midterm Presentation – First design proposal and theoretical justification – 20% Seminar & Team Activities – Group critique sessions and formative feedback participation – 20% Final Project – Design and presentation of interactive application – 40% Reflective Report – Analytical evaluation of design decisions and expected behavioural impact – 20%

Grading scale

Grade	Percentage
5 (A)	90-100%
4 (B)	75-89.9%
3 (C)	60-74.9%
2 (D)	50-59.9%
1 (F)	0-49.9%