# Service Design and Engineering (SDE) track

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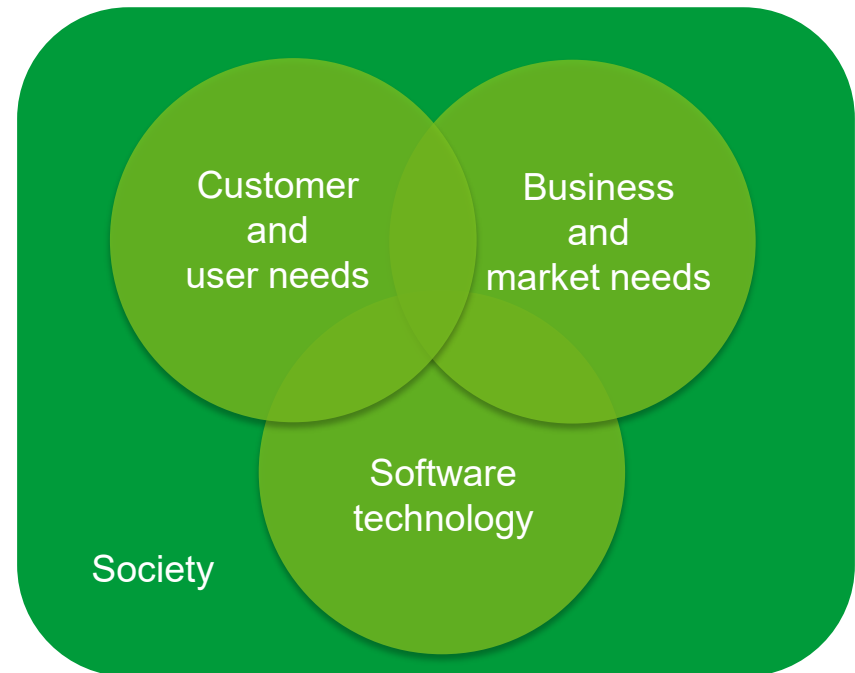


Marko Nieminen



Mika Nieminen

# Service Design and Engineering (SDE) - why

Digital services can change any business and public sector radically.

Digital services are developed by **multidisciplinary teams**.

Professionals that are able to develop digital services by combining

- **user-centered design**
- **software engineering**
- service design
- business and entrepreneurship

Customer and user needs

Business and market needs

Software technology

Society

The SDE track is for students who want to specialise in developing **human-centric digital services** and analysing their impact on **business** and **society**.
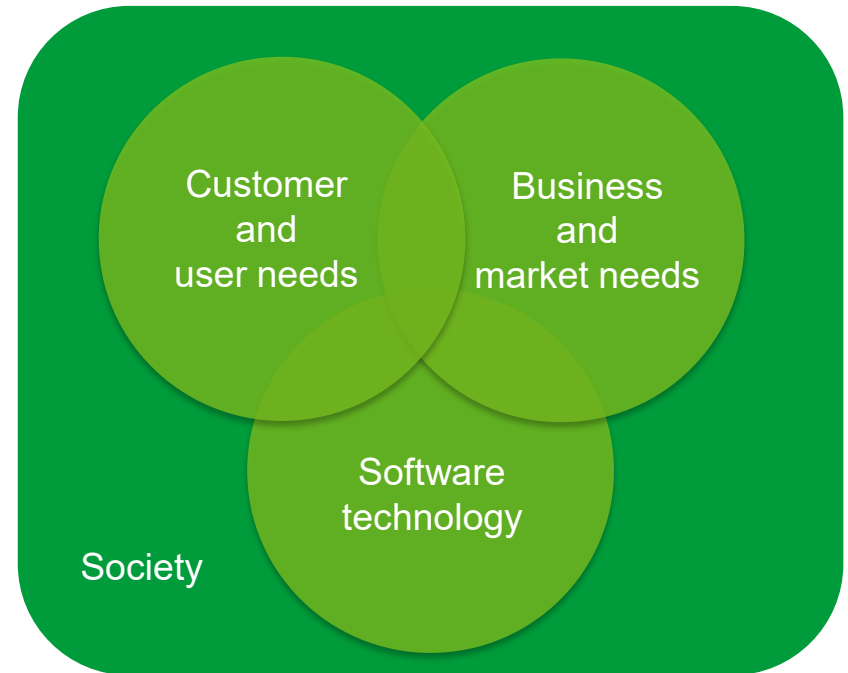
# Service Design and Engineering (SDE) - why

After completing their studies,
students can work in

- industry
- design and engineering companies
- public organisations
- startups

as

- product owners
- software developers
- user interface and interaction designers
- usability specialists
- user experience managers
- service designers
- project managers
- business analysts.

The track also provides a good
starting point for doctoral studies.

# Track: Service Design and Engineering (SDE)

**Master's thesis** (30 cr)

**Any Aalto minor** (20-25 cr)

**Elective Studies** (20-25 cr)

## Courses of **user-centered design & software engineering**

Human-computer interaction
User interface construction
Collaborative evaluation of interactive systems

Software design and modelling
Software processes and projects
Requirements engineering
Software architectures
Software testing and quality assurance

## Compulsory courses

**Data-Driven Concept Design**
User-Centered Methods for Product and Service Design
Software Engineering

Compact major (40-45 cr)

# Track: Service Design and Engineering (SDE)

Master's thesis (30 cr)

Elective Studies (20-25 cr)

Courses of **user-centered design** and **software engineering +**
**other optional courses**

Compulsory courses

**Data-Driven Concept Design**

User-centered Methods for Product and Service Design
Software Engineering

Long major (55-65 cr)

# Keeping It Real! -- Investigating Presence in Asymmetric Virtual Reality

# eHealth in Home Dialysis: Usability and Patient Experience



Patients

Healthcare professionals

Pre-tasks to interviews

Remote-interviews

Remote usability evaluation

Participatory design workshops

# Lapsus:
# Renewing Children's Hospital for Families



Lapsus website: https://lapsus.cs.aalto.fi/

# Service Design and Engineering (SDE)

- Teaching staff can support you.

- Do not hesitate to contact us
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