

DEREE COLLEGE SYLLABUS FOR:									
ITC 3051 USER EXPERIENCE AND INTERACTION DESIGN									
(Fall 2021)									
3/0/3									
UK LEVEL: 5									
UK CREDITS: 15									
PREREQUISITES:	None.								
COREQUISITES:	None.								
CATALOG DESCRIPTION:	User experience approaches, methods and tools; interaction paradigms; augmented and virtual reality basics; prototyping and wireframes; human factors and ergonomics.								
RATIONALE:	The course introduces students to the interaction design and user experience by emphasizing the inherently interdisciplinary nature of design practice in general, and interaction design. Students are exposed to top novel paradigms, including augmented and virtual reality, and the Internet of Things, and have the opportunity to use tools to design and produce interactive prototypes and wireframes.								
LEARNING OUTCOMES:	As a result of taking this course, the student should be able to: <ol style="list-style-type: none"> 1. Demonstrate understanding of the fundamental theoretical underpinnings of interaction design as an interdisciplinary field of study. 2. Apply design principles of interaction and UX design in the context of various paradigms. 3. Produce low- to medium-fidelity prototypes by using appropriate software tools. 4. Apply UX evaluation techniques. 								
METHOD OF TEACHING AND LEARNING:	In congruence with the teaching and learning strategy of the college, the following tools are used: <ul style="list-style-type: none"> • Classroom lectures, discussions, and review of real-world cases based on specific theoretical concepts. Laboratory practical sessions. • Office hours: Students are encouraged to make full use of the office hours of their instructor, where they can ask questions and go over lecture material. • Use of the Blackboard Learning platform, where instructors post lecture notes, assignment instructions, timely announcements, as well as additional resources. 								
ASSESSMENT:	<p>Summative:</p> <table border="1"> <tr> <td>1st assessment: Coursework design problems and/or reviews</td> <td style="text-align: right;">30%</td> </tr> <tr> <td>2nd assessment: Portfolio of student work and oral assessment</td> <td style="text-align: right;">10%</td> </tr> <tr> <td>Final assessment: Group project Interactive prototype// design report and evaluation</td> <td style="text-align: right;">60%</td> </tr> </table> <p>Formative:</p> <table border="1"> <tr> <td>In-class groupwork activities, homework, case studies</td> <td style="text-align: right;">0%</td> </tr> </table> <p>The formative assessments aim to prepare students for the summative assessments and expose them to teamwork.</p>	1 st assessment: Coursework design problems and/or reviews	30%	2 nd assessment: Portfolio of student work and oral assessment	10%	Final assessment: Group project Interactive prototype// design report and evaluation	60%	In-class groupwork activities, homework, case studies	0%
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2 nd assessment: Portfolio of student work and oral assessment	10%								
Final assessment: Group project Interactive prototype// design report and evaluation	60%								
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	<p>The 1st summative assessment tests the LOs 1, 2. The 2nd summative assessment tests the LOs 1-4. The final summative assessment tests the LOs 1-4.</p> <p><i>The final grade for this module will be determined by averaging all summative assessment grades, based on predetermined weights for each assessment. If students pass the final summative assessment, which tests all Learning Outcomes for this module, and the average grade for the module is 40 or above, students are not required to resit any failed assessments.</i></p>
INDICATIVE READING:	<p>REQUIRED READING:</p> <ol style="list-style-type: none"> 1. Soegaard, M. (2018). <i>The Basics of User Experience Design: A UX Design Book by the Interaction Design Foundation</i>. Kindle (free eBook) 2. Instructor's notes. <p>RECOMMENDED READING:</p> <ol style="list-style-type: none"> 1. Soegaard M., Dam R.F. (2014). <i>The Encyclopedia of Human Computer Interaction: by the Interaction Design Foundation</i>, Open-Source book. 2. Nielsen J., Pernice K. (2009). <i>Eyetracking Web Usability</i>, Kindle. 3. Eyal N. (2014). <i>Hooked: How to Build Habit-Forming Products</i>. Kindle. 4. Norman D. (2013). <i>The Design of Everyday Things</i>, (revised ed.). Kindle, Basic Books. 5. Albert W., Tullis Th. (2013). <i>Measuring the User Experience: Collecting, Analyzing, and Presenting Usability Metrics (Interactive Technologies)</i>, 2nd ed. Kindle.
INDICATIVE MATERIAL: (e.g. audiovisual, digital material, etc.)	<p>REQUIRED MATERIAL: UX Design for IoT – 5 important UX Design Decisions https://www.ietf.org/ux-design-iot</p> <p>RECOMMENDED MATERIAL: Design for Interconnectedness https://stories.platformdesign toolkit.com/design-for-interconnectedness-be9bee0735a4</p>
COMMUNICATION REQUIREMENTS:	<p>Daily access to the course's site on the College's Blackboard CMS. Communication using proper written and oral English. Use of word processing and/or presentation graphics software for documentation of assignments.</p>
SOFTWARE REQUIREMENTS:	<p>MS-Office Balsamiq, Figma, Adobe XD</p>
WWW RESOURCES:	<ul style="list-style-type: none"> • https://www.interaction-design.org/ • http://jacm.acm.org/ • http://figma.com • http://balsamiq.com • https://www.adobe.com/products/xd.html#
INDICATIVE CONTENT:	<ol style="list-style-type: none"> 1. Introduction to user experience and interaction design. 2. Novel interaction paradigms: immersive, augmented, mobile, and physical / embodied interactive systems.

	<ol style="list-style-type: none">3. UX-oriented design and development methods.4. Design and implementation of interactive prototypes.5. Mixed methods for testing and evaluation of interactive systems and UX.
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