

DEREE COLLEGE SYLLABUS FOR: ITC 4072 USABILITY AND UX EVALUATION FOR DIGITAL PRODUCTS									
			3/0/3						
(New course - Fall 2026)			UK LEVEL: 6 UK CREDITS: 15						
PREREQUISITES:	None.								
CATALOG DESCRIPTION:	Evaluation of usability and user experience in interactive systems; analytical and empirical approaches for identifying usability issues; heuristic and cognitive walkthrough inspections; user testing across devices and contexts; designing usability studies with clear goals, tasks, and metrics; data collection through observation, logging, and questionnaires; descriptive statistics and UX metrics for interpreting results; communicating usability findings through reports and presentations aligned with industry standards.								
RATIONALE:	This course provides students who work with interactive systems and user interfaces with the skills to evaluate usability and user experience using professional methods. Students learn to plan and conduct usability studies, apply expert and user-based evaluation techniques, and interpret results using qualitative data, UX metrics, and basic statistics. Emphasis is placed on producing clear, actionable findings that inform UI and interaction design improvements. The course supports evidence-based practice across a range of digital products and interactive contexts.								
LEARNING OUTCOMES:	As a result of taking this course, the student should be able to: 1. Determine suitable usability and UX evaluation methods by considering system features, user needs, and intended evaluation outcomes. 2. Design usability studies by applying suitable evaluation methods, task structures, and data collection plans. 3. Analyze qualitative and quantitative usability data, including UX metrics and basic descriptive statistics. 4. Communicate usability findings and evidence-based recommendations through professional reports and presentations.								
METHOD OF TEACHING AND LEARNING:	In congruence with the teaching and learning strategy of the college, the following tools are used: • Lectures and class discussions. • Laboratory practical sessions. • Homework assignments. • Office hours held by the instructor to provide further assistance to students. • Use of library facilities for further study and preparation for the exams • Use of the Blackboard course management platform to further support communication, by posting lecture notes, assignment instruction, timely announcements, formative quizzes and online submission of assignments. • Use of generative AI tools (such as ChatGPT) to examine how these tools may inform the exploration of course topics.								
ASSESSMENT:	<table><tr><td colspan="2">Summative:</td></tr><tr><td>1st assessment: Scenario-based written exam (short-answer and design questions).</td><td>30%</td></tr><tr><td>Final assessment: Usability Evaluation Project Design and execution of a usability study on a selected interactive system or user interface.</td><td>70%</td></tr></table>			Summative:		1 st assessment: Scenario-based written exam (short-answer and design questions).	30%	Final assessment: Usability Evaluation Project Design and execution of a usability study on a selected interactive system or user interface.	70%
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	Formative: <table border="1"> <tr> <td>In-class activities, SUS scoring exercises, mini-reviews, etc.</td><td>0%</td></tr> </table> The formative assessments aim to prepare students for the summative assessments and expose them to teamwork. The 1st summative assessment tests LO 1 and LO 2. The final assessment tests LOs 1-4. <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>	In-class activities, SUS scoring exercises, mini-reviews, etc.	0%
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INDICATIVE READING:	REQUIRED READING: 1. Instructor's Notes 2. Jordan, P. W. <i>An introduction to usability</i>. CRC Press. [Perlego]. Latest Edition. RECOMMENDED READING: 1. Scholtz, J. (2022). <i>User-centered evaluation of visual analytics</i>. Springer. [Perlego] 2. Rogers, Y., Sharp, H., & Preece, J. <i>Interaction Design: Beyond Human–Computer Interaction</i>. Latest edition. Wiley. [Perlego] 3. Barnum, C. <i>Usability Testing Essentials: Ready, Set... Test!</i>. Latest edition. Morgan Kaufmann. 4. Interaction Design Foundation - IxDF. (2016, June 6). <i>What is Usability Evaluation?</i>. Interaction Design Foundation - IxDF. https://www.interaction-design.org/literature/topics/usability-evaluation		
INDICATIVE MATERIAL: (e.g. audiovisual, digital material, etc.)	REQUIRED MATERIAL: 1. What is usability testing? LinkedIn Learning 2. Usability testing LinkedIn Learning RECOMMENDED MATERIAL: N/A		
COMMUNICATION REQUIREMENTS:	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.		
SOFTWARE REQUIREMENTS:	MS-Office, Blackboard CMS Software for creating low- and mid-fidelity prototypes (e.g., Figma, Balsamiq, or equivalent online prototyping tools) GenAI tools (ChatGPT, Claude, Perplexity, etc.)		
WWW RESOURCES:	• JOURNAL OF THE ACM Home • Nielsen Norman Group: UX Training, Consulting, & Research - NN/G • UX Design Courses & Global UX Community IxDF		

INDICATIVE CONTENT:	Principles and Frameworks of Usability and UX Evaluation • Usability and user experience concepts, usability goals, and UX quality attributes • Evaluation frameworks, including formative and summative approaches • Qualitative and quantitative methods for UX evaluation • Selection of appropriate evaluation approaches for digital products Usability Evaluation Methods and Study Design • Expert inspection methods, including heuristic evaluation and cognitive walkthroughs • User-based evaluation methods, including think-aloud protocols and usability testing • Designing usability studies, task scenarios, and data collection strategies • Tools and techniques for planning and conducting usability evaluations UX Measurement and Data Analysis • UX metrics and evaluation instruments, including SUS and UEQ • Descriptive statistics and interpretation of usability data • Collection and analysis of qualitative findings • Integration of qualitative and quantitative evidence to identify and prioritise usability issues Professional Practice and Inclusive Evaluation • Reporting usability findings and communicating recommendations • Accessibility evaluation and inclusive design practices, including WCAG-based assessment • Ethical and responsible conduct in usability evaluation • Evaluation of web, mobile, touchscreen, multimodal, and interactive systems
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