

Subject code: IFI7103	Subject Name: Interface and Interaction Design		
Study load: 4 ECTS	Load of contact hours: 28	Study semester: Spring 2012	Exam
Objectives:	To obtain basic knowledge about principles and methods of interface and interaction design. To familiarize the students with the interface design process and to develop group work skills.		
Course outline:	<p>Topics:</p> <p>User interface design process and roles in the design team. User modeling and personas. Scenario-based design. Involving stakeholders in the participatory design process. Developing user interface concepts and metaphors. Writing user stories. Information architecture and card sorting. Interface prototyping tools and techniques. Interaction design patterns. Creating and testing paper prototypes. Developing detailed user interface prototypes. Usability testing methods: usability heuristics, cognitive walkthrough, think aloud protocol.</p> <p>Organization of the course:</p> <p>The course is organized as a 7 day workshop (28 hours) where students work on interaction design projects. Theoretical topics are presented as short microlectures.</p> <p>The approximate amount of independent work is 76 hours. This should be divided between reading the literature and writing a book summary (40 hours) and working with the group project (36 hours).</p>		
Learning Outcomes:	<ul style="list-style-type: none"> - Understands the design process of software user interfaces; - Is able to choose appropriate methods for involving stakeholders in the design process; - Is able to write personas, scenarios and user stories; - Is able to create and test paper prototypes; - Is able to develop detailed user interface prototypes according to usability principles and design patterns. 		
Assessment Methods:	<p>Exam.</p> <p>The exam grade consists of following components:</p> <ul style="list-style-type: none"> - interface design project done as a group assignment (80%) - book review (20%) 		
Teacher(s):	Researcher Hans Põldoja		
Subject name in Estonian:	Kasutajaliidese ja interaktsiooni disain		

<i>Prerequisite subjekt(s):</i>	None
<i>Compoulsory Literature:</i>	To be negotiated with the teacher.
<i>Replacement Literature:</i>	<p>Cooper, A., Reimann, R., & Cronin, D. (2007). <i>About Face 3: The Essentials of Interaction Design</i>. Indianapolis: Wiley Publishing Inc.</p> <p>Cohn, M. (2004). <i>User Stories Applied: For Agile Software Development</i>. Boston: Addison-Wesley.</p> <p>Snyder, C. (2003). <i>Paper Prototyping: The Fast and Easy Way to Design and Refine User Interfaces</i>. San Francisco: Morgan Kaufmann.</p> <p>Crumlish, C, & Malone, E. (2009). <i>Designing Social Interfaces: Principles, Patterns, and Practices for Improving the User Experience</i>. Sebastopol: O'Reilly Media, Inc.</p> <p>Krug, S. (2006). <i>Don't Make Me Think: A Common Sense Approach to Web Usability, Second Edition</i>. Berkeley: New Riders.</p>
<i>Participation and Exam requirements:</i>	<p>The number of participants is limited to 20 students. If there are more interested students, then students studying in IMKE master programme will have a priority and other students will be accepted in order of registration.</p> <p>The student must attend at least 80% of the lessons in order to take the exam.</p> <p>Group project and book summary must be completed at least 1 week before the exam.</p> <p>Students taking the repeat exam must improve the group work and/or book summary.</p>
<i>Independent work:</i>	<p>Independent work is based on group project and a book review.</p> <p>All the outcomes of the group project must be presented in a public online environment where it is possible to comment separate outcomes (e.g. blog).</p> <p>The expected length of a book summary is 800–1200 words. Book summary can be published in the student blog or sent to the teacher by e-mail.</p>
<i>Grading criteria scale or the minimal</i>	It is possible to receive 80 points for the interaction design group project. The following phases of the design process are evaluated in

<i>level necessary for passing the subject:</i>	<p>the group project:</p> <ul style="list-style-type: none"> - personas (max 10 points) - scenarios (max 10 points) - summary of design session (max 5 points) - user stories (max 10 points) - paper prototypes (max 15 points) - testing the paper prototypes (max 5 points) - user interface prototypes (max 10 points) - short video about the design project (max 15 points) <p>It is possible to receive 20 points for the book summary.</p> <p>Exam grade is based on the sum of points received from group project and book summary.</p> <p>If students have contributed a significantly different amount of time to the group project the teacher may raise or lower the grade.</p>
<i>Information about the course:</i>	<p>Exam: 21.05 (grading based on the work done during the course, physical presence not required).</p> <p>See separate tables below!</p>

Schedule and program of the course

30.01.2012	Introduction to the course. Choosing topics for group projects. Creating personas.
31.01.2012	Writing scenarios. Organizing a participatory design session. Writing user stories.
05.03.2012	Creating paper prototypes. Interaction design patterns.
06.03.2012	Testing and improving paper prototypes.
02.04.2012	Creating user interface prototypes. Preparing the video scenario about the design project.
03.04.2012	Shooting and editing the video.
16.04.2012	Presentations.

Deadlines for publishing outcomes of group projects and sending a book summary:

05.02.2012	Personas
12.02.2012	Scenarios
26.02.2012	Summaries of design sessions, complete set of user stories; choosing the book for independent reading and book summary
11.03.2012	Photos of paper prototypes
25.03.2012	Summary of evaluation results and improved versions of paper prototypes
08.04.2012	User interface prototypes
16.04.2012	Final version of the video

13.05.2012	Book summary
------------	--------------