

Course programme

IFI7313.DT	Interaction Design Methods		
ECTS credits: 4	Amount of contact lessons: 28	Teaching semester: Spring 2017	Assessment form: Examination
Course objectives:	To obtain basic knowledge about principles and methods of interface and interaction design. To familiarize the students with the interaction design process and to develop group work skills.		
<p>Brief description of course content:</p> <p>(including the description of the independent work)</p>	<p>Topics:</p> <p>Introduction to interaction design. Personas. Scenario-based design. Involving stakeholders in the participatory design process. Concept mapping. User stories. Information architecture. Low fidelity prototyping techniques: paper prototyping and wireframes. Testing the paper prototypes. User interface design patterns. User interface prototyping: tools and techniques. Developing user interface prototypes.</p> <p>Organization of the course:</p> <p>The course is provided in mixed mode where contact lessons are combined with independent work. Contact lessons are organized as a workshop where students work on interaction design projects (28 hours). Theoretical topics are presented as short lectures.</p> <p>Independent work is divided into two parts:</p> <ul style="list-style-type: none"> • work on a group project (approximately 58 hours); • work on literature (approximately 18 hours). <p>Independent work is supported through online learning environment.</p>		
Learning outcomes:	<p>Upon successful completion of the course, participants will be able to:</p> <ul style="list-style-type: none"> • understand the design process of software user interfaces; • choose appropriate methods for involving stakeholders in the design process; • write personas, scenarios and user stories; • create and test paper prototypes; • develop user interface prototypes according to usability principles and design patterns. 		
Assessment Methods:	Assessment is based on Open Badges. For each graded assignment the students will receive a badge. Depending on the quality of their work, either bronze, silver or golden badge is issued. Each badge		

	<p>carries a certain amount of points. Badge points are summed on a 100-point scale for the final grading.</p> <p>The following badges can be earned for the group project assignments:</p> <ul style="list-style-type: none"> • Persona Creator (Bronze Badge 8 pts; Silver Badge 10 pts; Golden Badge 12 pts) • Scenario Writer (Bronze Badge 8 pts; Silver Badge 10 pts; Golden Badge 12 pts) • User Story Writer (Bronze Badge 5 pts; Silver Badge 7 pts; Golden Badge 9 pts) • Information Architecture Designer (Bronze Badge 8 pts; Silver Badge 10 pts; Golden Badge 12 pts) • Paper Prototyper (Bronze Badge 10 pts; Silver Badge 13 pts; Golden Badge 16 pts) • User Interface Designer (Bronze Badge 24 pts; Silver Badge 30 pts; Golden Badge 36 pts) <p>The following badges can be earned for optional assignments:</p> <ul style="list-style-type: none"> • Critic (Silver Badge 5 pts; Golden Badge 10 pts) • Enlightener (Silver Badge 10 pts; Golden Badge 15 pts)
Lecturer(s):	lecturer Dr. Hans Põldoja
Course title in Estonian:	Interaktsioonidisaini meetodid
Prerequisted course(s):	–
Compulsory literature:	Põldoja, H. (2017). <i>Interaction Design Methods</i> . Retrieved from https://ifi7313.wordpress.com
Replacement literature:	<p>Löwgren, J., & Stolterman, E. (2007). <i>Thoughtful Interaction Design: A Design Perspective on Information Technology</i>. Cambridge, MA: The MIT Press.</p> <p>Cooper, A., Reimann, R., Cronin, D, & Noessel, C. (2014). <i>About Face: The Essentials of Interaction Design</i> (4th ed.). Indianapolis, IN: John Wiley & Sons, Inc.</p> <p>Carroll, J. M. (2000). <i>Making Use: Scenario-Based Design of Human-Computer Interactions</i>. Cambridge, MA: The MIT Press.</p>

	<p>Cohn, M. (2004). <i>User Stories Applied: For Agile Software Development</i>. Boston, MA: Addison-Wesley.</p> <p>Snyder, C. (2003). <i>Paper Prototyping: The Fast and Easy Way to Design and Refine User Interfaces</i>. San Francisco, CA: Morgan Kaufmann.</p> <p>Brown, D. M. (2010). <i>Communicating Design: Developing Web Site Documentation for Design and Planning</i>. Berkeley, CA: New Riders.</p>
<p>Participation and exam requirements:</p>	<p>The student must attend at least 70% of the lessons in order to take the exam.</p> <p>All assignments must be completed at least 3 days before the exam.</p> <p>Students taking the repeat exam must improve the group work and/or do the missing assignments.</p>
<p>Independent work:</p>	<p>Independent work is based on group project, reading and optional assignments. Results of the group project must be posted in a public weblog. Optional assignments involve providing critical feedback to other groups' work and doing a short presentation on a course-related topic in the lesson.</p>
<p>Grading criteria scale or the minimum level necessary for passing the subject:</p>	<p>Exam grade is based on the sum of points earned with Open Badges.</p> <p>Grading criteria:</p> <p>A — at least 91 points — excellent: outstanding work with only few minor errors.</p> <p>B — 81–90 points — very good: above average work but with some minor errors.</p> <p>C — 71–80 points — good: generally good work with a number of notable errors.</p> <p>D — 61–70 points — satisfactory: reasonable work but with significant shortcomings.</p> <p>E — 51–60 points — sufficient: passable performance meeting the minimum criteria.</p> <p>F — 50 or less points — fail: more work is required before the</p>

	credit can be awarded.
<p>Information about the course:</p> <p>(Topics by contact session, deadlines of independent works and exams/assessments times)</p>	<p>Contact sessions:</p> <p>02.02.2017 at 16.00–20.00. Introduction to the course. Introduction to interaction design. Idea generation. Forming project teams. Competitive reviews.</p> <p>04.02.2017 at 14.00–18.00. Personas. Scenario-based design. Writing scenarios and organizing a design session.</p> <p>16.02.2017 at 16.00–20.00. Concept mapping in interaction design. User stories. Information architecture: site maps and flowcharts.</p> <p>02.03.2017 at 16.00–20.00. Low fidelity prototyping techniques: paper prototyping and wireframes. User interface design patterns and guidelines. Developing paper prototypes.</p> <p>04.03.2017 at 14.00–18.00. Testing the paper prototypes. Improving the paper prototypes.</p> <p>16.03.2017 at 16.00–20.00. User interface prototyping: tools and techniques.</p> <p>30.03.2017 at 16.00–20.00. Final presentations.</p> <p>Exam: 30.03.2017 and 05.06.2017</p>

Teaching Unit in charge:	School of Digital Technologies
Course programme is prepared by:	Hans Põldoja
Date:	18.01.2017

The course program is registered in the academic unit:

Date:	19.01.2017
Name of academic coordinator:	Viktoria Humal

