



## COURSE SYLLABUS

# User Experience Design, 7.5 credits

*User Experience Design, 7,5 högskolepoäng*

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<b>Course Code:</b> TUEK12	<b>Education Cycle:</b> First-cycle level
<b>Confirmed by:</b> Dean Mar 1, 2021	<b>Disciplinary domain:</b> Technology
<b>Revised by:</b> Director of Education Nov 19, 2021	<b>Subject group:</b> IF1
<b>Valid From:</b> Jan 1, 2022	<b>Specialised in:</b> G1F
<b>Version:</b> 3	<b>Main field of study:</b> Informatics

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### Intended Learning Outcomes (ILO)

After a successful course, the student shall

Knowledge and understanding

- demonstrate comprehension of information structures and user interactions as the foundations of the user experience.
- show familiarity with the objectives, functions and applications of information architecture in the structuring of shared environments for digital products and services
- display knowledge of defining, describing and analyzing structures and elements of an information architecture
- display knowledge of key theories and concepts relating to interaction design and human-information interactions
- show familiarity with techniques for designing user interface structures and interactions like wireframes, mock-ups, and prototypes.

Skills and abilities

- demonstrate skills of analyzing and identifying the issues of a given information architecture and to suggest a more effective and efficient architecture based on an appropriate framework of representation and organization
- demonstrate skills to justify design choices in respect to the fundamental principles of ergonomics, usability, and accessibility

Judgement and approach

- demonstrate an understanding of how good information architecture can contribute to sustainable development
- demonstrate the ability to evaluate useful and usable interactions and user interfaces

### Contents

The course will give the students an overview of fundamental concepts within user experience design with particular focus on information architecture and interaction design.

The course includes the following elements:

- Treat information as a material for the creation of shared digital environments
- Apply information architecture and interaction design concepts and methods to real-world situations
- Create blueprints for interactive systems through sketching, storyboarding, and prototyping
- Design interactions that make use of digital, ambient, or behavioral interfaces
- Consider emotion and persuasiveness as core elements of the design process
- Apply cognitive and behavioral models to design for accessibility and inclusion
- Apply skills and knowledge in the context of team-work and collaborative projects

### **Type of instruction**

Lectures and seminars.

The teaching is conducted in English.

### **Prerequisites**

General entry requirements and completed courses Introduction to Human-Computer Interaction, 7,5 credits and Web and User Interface Design, 15 credits (or the equivalent).

### **Examination and grades**

The course is graded 5,4,3 or Fail.

The final grade for the course is based upon a balanced set of assessments. The final grade will only be issued after satisfactory completion of all assessments.

Registration of examination:

Name of the Test	Value	Grading
Written Examination	3.5 credits	5/4/3/U
Assignments	4 credits	5/4/3/U

### **Course literature**

The literature list for the course will be provided 8 weeks before the course starts.

Scientific articles will be handed out during the course.