



COURSE SYLLABUS

User Experience Design, 7.5 credits

User Experience Design, 7,5 högskolepoäng

Course Code:	TUEK13	Education Cycle:	First-cycle level
Confirmed by:	Dean Oct 15, 2022	Disciplinary domain:	Technology
Valid From:	Jan 1, 2023	Subject group:	IF1
Version:	1	Specialised in:	G1F
		Main field of study:	Informatics

Intended Learning Outcomes (ILO)

After a successful course, the student shall

Knowledge and understanding

- demonstrate comprehension of a user-centered perspective in the user experience design process
- display knowledge of the psychological key theories of human cognition and perception and their implications on user experience and interaction design
- show familiarity with techniques for designing user interface structures and interactions like wireframes, mock-ups, and prototypes
- demonstrate comprehension of user-research, the related methodologies, and processes and their impact on the user experience design process

Skills and abilities

- demonstrate skills to justify design choices with respect to the fundamental principles of ergonomics, usability, and accessibility
- demonstrate the ability to translate the aesthetics of specific target groups into a design language for a product
- demonstrate the ability to identify the relevant user- and customer-journeys based on the conducted user-research

Judgement and approach

- demonstrate the ability to evaluate useful and usable interactions and user interfaces
- demonstrate the ability to reflect on and discuss key ethical issues relating to how user experience design shapes how we work with digital technology in our everyday lives.

Contents

The course will give the students an overview of fundamental concepts within user experience design and their underlying psychological theories.

The course includes the following elements:

- Apply user experience 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
- Introduction to fundamental concepts and underlying psychological theories
- Apply cognitive and behavioral models to design for accessibility and inclusion
- Create user- and customer-journeys based on your relevant target groups and select the most important ones for creating a prototype or MVP (Minimum viable product)
- Apply skills and knowledge in the context of team-work and collaborative projects

Type of instruction

Lectures, seminars, and project.

The teaching is conducted in English.

Prerequisites

General entry requirements and taken 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
Assignment	3.5 credits	5/4/3/U
Project	4 credits	5/4/3/U

Course literature

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

Yablonski J. (2020). Laws of UX. O'Reilly Media.

Cooper, Reimann, R., Cronin, D., & Noessel, C. (2014). About face: the essentials of interaction design (Fourth edition.). Wiley.

Scientific articles will be handed out during the course.