COURSE CONTENT

Course Code	DV2008
Course Title	Interface Design
Pre-requisites	NIL
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

In this course you will be introduced to the process of interface design and user interface experience. Informed by interface behaviour research, you will design and create interfaces for specific purposes, which will be continually tested as part of an iterative design process. This learning will inform future interface design decisions, for both screen and physical interfaces.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Describe design decisions that make an effective interface.
2. Develop successful interface processes and strategies
3. Apply design processes and strategies to develop an effective working interface.
4. Demonstrate iterative testing strategies to improve and refine the user experience of an interface.
5. Constructively discuss and critique interface solutions employed by peers.

Course Content

Analysis of interface

You will begin this course with a review of the fundamental principles and theories of interface design and interface user experience. All interfaces create an experience for the user, and it is important to realise that you, as the designer, are fully responsible for this experience. There are many aspects that contribute towards interface success, such as background knowledge, visual familiarity, visual stimulation, engagement, and goal reward. All interfaces have a function, and the manner in which this function is achieved, contributes to the success of that function. From an ergonomic point of view, you will also examine aspects such as cognitive load, interface fatigue, information density, visual and active efficiency, along with visual technical aspects such as font size, language, colour, contrast etc.

Design through doing

In this course you will learn and refine your interface design skills by designing and making interfaces. You will apply design techniques to provide the most effective experience for the user, which will then be tested, evaluated, and refined. You will learn how to mix function with visual form, and you will develop an awareness of how form and function are tightly linked, both contributing to the success of an interface.

Class assignments

This course consists of three group assignments and one individual assignment:

- 1: Information gathering with presentation (group assignment)
- 2: Ideation & prototyping with presentation (group assignment)
- 3: Iteration & refinement with final presentation (group assignment)
- 4: Individual assignment - medium.com article

Assessment (includes both continuous and summative assessment)

Component	**ILO Tested**	**Programme LO**	**Weighting**	**Team/ Individual**
Continuous Assessment **Assignment 1:** Information Gathering 25% - Individual contribution 12.5% - Team contribution 12.5% **Assignment 2:** Ideation & Prototyping 25% - Individual contribution 12.5% - Team contribution 12.5%	1,2,3,4	N.A	50	Team (Small groups are formed in order to research and present material on a given topic, however while the group project is assessed holistically (based on depth of research, clarity of argument, effective structuring of material), individual contributions are taken into account as evidenced through each individual spoken contribution to the presentation, so that the grade is balanced between the

				group and individual student and discrepancies of quality and effort can be accounted for.)
Assignment 3: Iteration & Refinement - Individual contribution 10% - Team contribution 10%	1,2,3,4	N.A	20	Team (Small groups are formed in order to research and present material on a given topic, however while the group project is assessed holistically (based on depth of research, clarity of argument, effective structuring of material), individual contributions are taken into account as evidenced through each individual spoken contribution to the presentation, so that the grade is balanced between the group and individual student and discrepancies of quality and effort can be

				accounted for.)
Assignment 4: Article	1,2,3,4	N.A	10	Individual
Participation	5	N.A	20	Individual
Total			100%	

Reading and References

1. Buley, Leah. *The user experience team of one: A research and design survival guide.* Rosenfeld Media, 2013.
2. Cooper, Alan, et al. *About face: the essentials of interaction design.* John Wiley & Sons, 2014.
3. Garrett, Jesse James. *Elements of user experience, the: user-centered design for the web and beyond.* Pearson Education, 2010.
4. Norman, Don. *The design of everyday things: Revised and expanded edition.* Basic books, 2013.

Weblinks

1. DV2008 Reading Material (Link to extensive list)
2. Introduction to User Research https://medium.com/user-research/user-research-introduction-126ce1e4e546
3. When to Use Which User-Experience Research Methods https://www.nngroup.com/articles/which-ux-research-methods/
4. A Crash Course In UX Design Research Follow the links! https://medium.com/user-experience-design-1/a-crash-course-in-ux-design-research-ea00c3307c82#.8gta9fb00
5. Usability 101: Introduction to Usability https://www.nngroup.com/articles/usability-101-introduction-to-usability
6. Human Centered Design & The 6 Fundamental Principles of Interaction Between Products and Users https://uxdesign.cc/human-centered-design-the-6-fundamental-principles-of-interaction-between-products-and-users-7343734b38a1
7. A Theory of User Delight: Why Usability Is The Foundation For Delightful Experiences https://www.nngroup.com/articles/theory-user-delight/
8. Complete Beginner's Guide to Information Architecture: http://www.uxbooth.com/articles/complete-beginners-guide-to-information-architecture/
9. Complete Beginner's Guide to Content Strategy http://www.uxbooth.com/articles/complete-beginners-guide-to-content-strategy/
10. Digital Prototyping https://www.youtube.com/watch?v=KWGBGTGryFk
11. Paper Prototyping http://alistapart.com/article/paperprototyping
12. The Evolution of UX Process Methodology https://uxplanet.org/the-evolution-of-ux-process-methodology-47f52557178b

Course Policies and Student Responsibilities

(1) General

You are expected to complete all assigned readings, activities, assignments, attend all classes punctually and complete all scheduled assignments by due dates. You are expected to take responsibility to follow up with assignments and course related announcements. You are expected to participate in all project critiques, class discussions and activities.

(2) Punctuality

You are expected to be punctual for all classes. If you are more than 30 minutes late, you will be deemed as absent and will not be able to sign on the attendance register.

(3) Absenteeism

In-class activities make up a significant portion of your course grade. Absence from class without a valid reason will affect your participation grade. Valid reasons include falling sick supported by a medical certificate and participation in NTU's approved activities supported by an excuse letter from the relevant bodies. There will be no make-up opportunities for in-class activities.

Academic Integrity

Good academic work depends on honesty and ethical behaviour. The quality of your work as a student relies on adhering to the principles of academic integrity and to the NTU Honour Code, a set of values shared by the whole university community. Truth, Trust and Justice are at the core of NTU's shared values.

As a student, it is important that you recognize your responsibilities in understanding and applying the principles of academic integrity in all the work you do at NTU. Not knowing what is involved in maintaining academic integrity does not excuse academic dishonesty. You need to actively equip yourself with strategies to avoid all forms of academic dishonesty, including plagiarism, academic fraud, collusion and cheating. If you are uncertain of the definitions of any of these terms, you should go to the academic integrity website for more information. Consult your instructor(s) if you need any clarification about the requirements of academic integrity in the course.

Planned Weekly Schedule*

*Subjected to adjustment by instructor according to students' progress, public holidays and unforeseeable circumstances.

Week	Topic	Course LO	Readings/ Activities
1	**Introduction to the Course** User Interaction /User Experience (UI/UX) Exercise 1 - Information Gathering	1,2	**Lecture 1 - UI/UX** Exercise
2	**User Experience** Exercise 2 - UI Teardown Assignment 1-4 Overview **Assignment 1 Briefing**	1,2	**Lecture 2 - User Experience** Exercise
3	**Usability** Exercise 3 - Information gathering II Exercise 4 - Crafting a Research Plan	1,2,3	**Lecture 3 – Usability** Exercise Coursework
4	**Information Architecture** Exercise 5 - Interviews	1,2,3,4	**Lecture 4 - Information Architecture**

			Coursework
5	**User-centred Design** Exercise 6 - Structural Analysis	1,2,3,4	**Lecture 5 - User-centred Design** Coursework
6	**Assignment 1 Presentations** **Assignment 2 Briefing** Individual Assignment Briefing	1,2,3,4,5	Group Presentations
7	**Visual Design and Graphics** Exercise 7 - Brainstorming	1,2,3,4	**Lecture 6 - Visual Design** **Lecture 7 - Graphics** Exercise Coursework
8	**Guidelines & Systems** Components & Semantics Group work	1,2,3,4	**Lecture 8 - Guidelines & Systems** Coursework
9	**Assignment 2 Presentations** **Assignment 3 Briefing**	1,2,3,4,5	Group Presentations
10	Group work	1,2,3,4	Group consultation and feedback
11	**Guest Lecture** Group work	1,2,3,4	**Guest Lecture** Coursework consultation and feedback
12	Group Q&A	1,2,3,4,5	**Lecture - Design Careers** Coursework
13	**Assignment 3 Presentations** **Individual assignment handin**	1,2,3,4,5	**Group Presentations** **Individual assignment handin**