Subject code: IFI7156	Subject Name: Interaction Design Methods		
Study load: 5 ECTS	Load of contact hours: 20	Study semester: Spring 2014	Exam
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.		
Course outline:	Topics: Introduction to interaction design. Contextual inquiry. Personas. Scenario-based design. Involving stakeholders in the participatory design process. Developing user interface concepts and metaphors. Writing user stories. Paper prototyping. Testing the paper prototypes. User interface design patterns. User interface prototyping: tools and techniques. Developing user interface prototypes. Organization of the course: 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 (20 hours). Theoretical topics are presented as short lectures. Independent work is divided into three parts: • work on a group project (approximately 74 hours); • work on individual assignments (approximately 16 hours); • work on literature (approximately 20 hours). Independent work is supported through online learning environment.		
Learning Outcomes:	Upon successful completion of the course, participants will be able to: • 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:	Exam. The exam grade consists of following components: • interaction design project done as a group assignment (80%); • individual assignments (20%).		
Teacher(s):	Lecturer Hans Põldoja		

Subject name in Estonian:	Interaktsioonidisaini meetodid
Prerequisite subject(s):	
Compulsory Literature:	Põldoja, H. (2013). *Interaction Design Methods*. Retrieved from http://ifi7156.wordpress.com
Replacement Literature:	Cooper, A., Reimann, R., & Cronin, D. (2007). *About Face 3: The Essentials of Interaction Design*. Indianapolis: Wiley Publishing Inc. Cohn, M. (2004). *User Stories Applied: For Agile Software Development*. Boston: Addison-Wesley. Snyder, C. (2003). *Paper Prototyping: The Fast and Easy Way to Design and Refine User Interfaces*. San Francisco: Morgan Kaufmann. Crumlish, C, & Malone, E. (2009). *Designing Social Interfaces: Principles, Patterns, and Practices for Improving the User Experience*. Sebastopol: O'Reilly Media, Inc. Krug, S. (2006). *Don't Make Me Think: A Common Sense Approach to Web Usability, Second Edition*. Berkeley: New Riders.
Participation and Exam requirements:	The number of participants is limited to 16 students. If there are more interested students, then students studying in HCI master programme will have a priority and other students will be accepted in order of registration. The student must attend at least 80% of the lessons in order to take the exam. All assignments must be completed at least 1 week before the exam. Students taking the repeat exam must improve the group work and/or do the missing assignments.
Independent work:	Independent work is based on group project and individual assignments. Results of the group project must be posted in a public weblog. Individual assignments are based on criticizing the design artifacts made by other groups.
Grading criteria scale or the minimal level necessary for passing the subject:	It is possible to receive 80 points for the interaction design group project. The following design artifacts and steps are assessed in the group project: • group blog (max 2 points); • project idea (max 2 points);

| | • contextual inquiry (max 6 points);
• personas (max 10 points);
• scenarios (max 10 points);
• design session summary (max 5 points);
• concept map (max 5 points);
• user stories (max 5 points);
• testing task (max 5 points);
• paper prototypes (max 10 points);
• testing the paper prototypes (max 5 points);
• user interface prototypes (max 10 points);
• final presentation (max 5 points).

If students have contributed a significantly different amount of time to the group project the teacher may raise or lower the points.

It is possible to receive 20 points for individual assignments:
• commenting the project ideas (max 5 points);
• commenting the scenarios (max 5 points);
• testing the paper prototypes (max 5 points);
• commenting the user interface prototypes (max 5 points).

In case of late submissions the points are lowered 1 point per week.

Exam grade is based on the sum of points received from group project and individual assignments.

Grading criteria:

A — 91–100% of the work is done — excellent: outstanding work with only few minor errors.

B — 81–90% of the work is done — very good: above average work but with some minor errors.

C — 71–80% of the work is done — good: generally good work with a number of notable errors.

D — 61–70% of the work is done — satisfactory: reasonable work but with significant shortcomings.

E — 51–60% of the work is done — sufficient: passable performance meeting the minimum criteria.

F — 50% or less of the work is done — fail: more work is required before the credit can be awarded. |

Information about the course:

January 30, 12.00–13.30	Lecture: Introduction to the course. Introduction to interaction design. Contextual inquiry.
February 13, 12.00–13.30	Practical lesson: Groups present project ideas and contextual inquiry. Short lecture about personas. Developing personas.
February 28, 12.00–15.00	Practical lesson: Groups present the personas. Short lectures about scenario-based design and concept mapping. Writing scenarios.
March 13, 12.00–15.00	Practical lesson: Groups present the results of the design sessions and concept maps. Short lecture about user stories. Writing user stories. Short presentation about paper prototyping. Writing a test task. Developing paper prototypes.
March 27, 12.00–15.00	Practical lesson: Short lecture about user interface design patterns. Testing the paper prototypes. Improving the paper prototypes.
April 24, 12.00–13.30	Practical lesson: User interface prototyping: tools and techniques.
May 8, 12.00–13.30	Seminar: Final presentations.
May 19	Exam Exam is graded based on the sum of points received from group project and individual assignments. Physical presence in exam is not required.

Unit in charge of subject:	Institute of Informatics
Name of person compiling course programme:	Hans Põldoja
Signature:	
Date:	13.01.2014

Course programme registered in the academic unit:

Date:	15.01.2014
Name of study assistant:	Merilin Tohver
Signature:	