| IFI7156 | Interaction Design Methods | | |
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| *Study load:* 5 ECTS | *Load of contact hours:* 26 | *Study semester:* Spring 2015 | 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:<br><br>Introduction to interaction design. Personas. Scenario-based design. Involving stakeholders in the participatory design process. Concept mapping. User stories. 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.<br><br>Organization of the course:<br><br>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 (26 hours). Theoretical topics are presented as short lectures.<br><br>Independent work is divided into three parts:<br><br>• work on a group project (approximately 80 hours);<br>• work on individual assignments (approximately 8 hours);<br>• work on literature (approximately 16 hours).<br><br>Independent work is supported through online learning environment. | | |
| *Learning Outcomes:* | Upon successful completion of the course, participants will be able to:<br>• understand the design process of software user interfaces;<br>• choose appropriate methods for involving stakeholders in the design process;<br>• write personas, scenarios and user stories;<br>• create and test paper prototypes;<br>• develop user interface prototypes according to usability principles and design patterns. | | |
| *Assessment Methods:* | Exam.<br><br>The exam grade consists of following components:<br>• interaction design project done as a group assignment (90%);<br>• individual assignments (10%). | | |
| *Teacher(s):* | Lecturer Hans Põldoja | | |

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| *Subject name in Estonian:* | Interaktsioonidisaini meetodid |
| *Prerequisite subject(s):* | - |
| *Compulsory Literature:* | Põldoja, H. (2015). *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.<br><br>Cohn, M. (2004). *User Stories Applied: For Agile Software Development*. Boston: Addison-Wesley.<br><br>Snyder, C. (2003). *Paper Prototyping: The Fast and Easy Way to Design and Refine User Interfaces*. San Francisco: Morgan Kaufmann.<br><br>Crumlish, C, & Malone, E. (2009). *Designing Social Interfaces: Principles, Patterns, and Practices for Improving the User Experience*. Sebastopol: O'Reilly Media, Inc.<br><br>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 student must attend at least 80% of the lessons in order to take the exam.<br><br>All assignments must be completed at least 1 week before the exam.<br><br>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 90 points for the interaction design group project. The following design artifacts and steps are assessed in the group project:<br>• personas (max 10 points);<br>• scenarios (max 10 points);<br>• design session summary (max 5 points);<br>• concept map (max 5 points);<br>• user stories (max 10 points);<br>• testing tasks (max 5 points); |

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| | - paper prototypes (max 10 points); |
| | - testing the paper prototypes (max 5 points); |
| | - user interface prototypes (max 20 points); |
| | - final presentation (max 10 points). |
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| | Previous list of graded assignments is applicable for groups that focus on designing web applications. There may be alternative assignments for groups that design a mobile application, have a content-driven design project, or do not participate the IFI7155 Evaluating the User Experience course. |
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| | If students have contributed a significantly different amount of time to the group project the teacher may raise or lower the points. |
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| | It is possible to receive 10 points for individual assignments: |
| | - commenting the scenarios (max 5 points); |
| | - commenting the user interface prototypes (max 5 points). |
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| | In case of late submissions the points are lowered 1 point per week. |
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| | Exam grade is based on the sum of points received from group project and individual assignments. |
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| | Grading criteria: |
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| | A — 91–100% of the work is done — excellent: outstanding work with only few minor errors. |
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| | B — 81–90% of the work is done — very good: above average work but with some minor errors. |
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| | C — 71–80% of the work is done — good: generally good work with a number of notable errors. |
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| | D — 61–70% of the work is done — satisfactory: reasonable work but with significant shortcomings. |
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| | E — 51–60% of the work is done — sufficient: passable performance meeting the minimum criteria. |
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| | F — 50% or less of the work is done — fail: more work is required before the credit can be awarded. |

## Information about the course:

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| January 30, 14.00–15.30 A-440 | Lecture: Introduction to the course. Introduction to interaction design. Personas. |
| February 12, | Practical lesson: |

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| 16.00–19.15<br>A-440 | Group presentations and feedback to the assignment. Scenario-based design. Writing scenarios and organizing a design session. Using concept mapping to summarize the results of the conceptual design. |
| February 26,<br>16.00–19.15<br>A-440 | Practical lesson:<br>Groups present the results of the design sessions and concept maps. Short lecture about user stories. Writing user stories. |
| March 12,<br>16.00–19.15<br>A-440 | Practical lesson:<br>Short presentation about low fidelity prototyping techiques: paper prototyping and wireframes. User interface design patterns and guidelines. Writing a test task. Developing paper prototypes. |
| March 13,<br>12.00–15.15<br>A-440 | Practical lesson:<br>Testing the paper prototypes. Improving the paper prototypes. |
| March 26,<br>16.00–17.30<br>A-440 | Lecture:<br>User interface prototyping: tools and techniques. |
| April 10,<br>12.00–13.30<br>A-440 | Seminar:<br>Feedback to the user interface prototypes. |
| April 24,<br>12.00–13.30<br>A-440 | Seminar:<br>Feedback to the user interface prototypes. |
| May 7,<br>12.00–13.30<br>A-440 | Seminar:<br>Final presentations. |
| May 18 | Exam<br>Exam is graded based on the sum of points received from group project and individual assignments. Physical presence in exam is not required. |

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| Unit in charge of subject: | Institute of Informatics |
| Name of person compiling course programme: | Hans Põldoja |
| Signature: | |
| Date: | 06.01.2015 |

Course programme registered in the academic unit:

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| Date: | 08.01.2015 |
| Name of study assistant: | Merilin Tohver |
| Signature: | |