HCI & UX Design

ITS290F

Teaching Staff

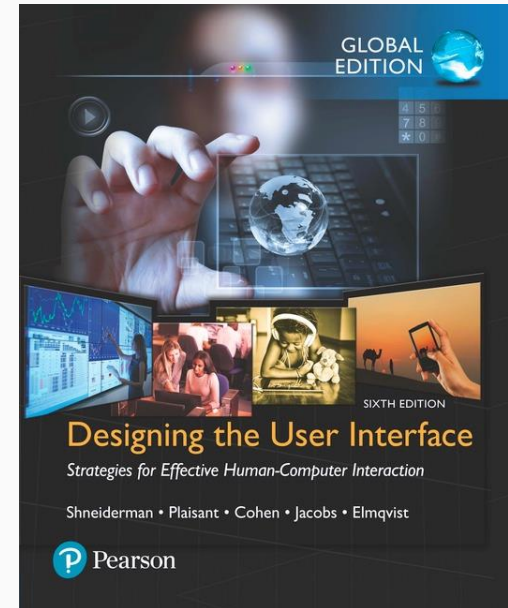- Dr. C. M. Tang (Lecture, P01 & P02)

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Textbook

Shneiderman, Ben. Designing the User Interface: Strategies for Effective Human-Computer Interaction, Global Edition, 6th Edition. Pearson (Intl).

Other Resources

1. JavaScript - https://www.w3schools.com/js/default.asp
2. ES6 - https://www.w3schools.com/js/js_es6.asp
3. Bootstrap - https://www.w3schools.com/bootstrap/default.asp
4. DOM - https://www.w3schools.com/js/js_htmldom.asp
5. React - https://www.w3schools.com/whatis/whatis_react.asp

Learning Outcomes

Upon the completing of this course, you should be able to
1. *define* the user experience elements in interactive systems.
2. *apply* user experience design techniques to software application development.
3. *design* usable interface for computer-based systems.
4. *evaluate* usability of computer-based systems.

Course Outline (Tentative)

Week	Lecture	Tutorial
1	**Lunar New Year holidays**	Modern Javascript (ES6) Document Object Model (DOM) Bootstrap React
2	L0. Course introduction L1. An Introduction to HCI and UX Design	
3	L2. Document Object Model	
4	L3. UI Design (Part 1)	
5	L4. UI Design (Part 2)	
6	L5. Bootstrap 4 (Part 1)	
7	L6. Bootstrap 4 (Part 2)	**Easter holidays**
8	**Ching Ming Festival**	Tools for UX design Usability testing, UX Evaluation
9	**Mid-term test**	
10	L7a. Interaction Design L7b. ECMA6 (Modern JavaScript)	
11	L8. Psychology in UI_UX Design	
12	L9. Information Architecture	
13	L10. An Introduction to React	

Assessment (TBC)

1. Continuous assessment - 50%
   a. Lab/Tutorial - 30% (@3, 10 best submissions)
      - Submit your work **via OLE before deadline**
   b. Mid-term Test - 20%
2. ~~Final exam~~ Take-home assignment - 50%
3. Must pass both continuous assessment & final exam

Key (recurrent) themes of this course

- The *science* behind good (UI/interaction) design
- Design from the end-user's point of view
  - **Programmers (i.e., <u>you</u>) are not end-users!**
  - **Put yourself into the end-users' shoes!**
  - **User-centered design!**
- Observe, design & evaluate before implementation (i.e., coding)