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Title: Lesson plan Interface Design - Spring 2017

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Week	Lesson	Subject	Literature/videos: Read/watch before class
5	1	**The evolution of Interface design** Course introduction and overview. Defining interfaces to understand what we are working with and Looking at the history of HCI. Discussing the death and rebirth of web design.	**[Nouvel]**: Sergio Nouvel, Why Web Design is Dead, 2015: https://uxmag.com/articles/why-web-design-is-dead **[Dank]**: Nick Dank, Web Design is NOT Dead, You're Just Talking About it Wrong, 2015: https://uxmag.com/articles/web-design-is-not-dead-youre-just-talking-about-it-wrong **[Cooper]** Allan Cooper, About Face, 4th edition, 2014. Read the introduction + pages 3 - 24. **Do:** Bring your favourite Interface to class. It can be digital or analogue.
7	2	**User Research: Gathering information and inspiration.** We will have a look at quantitative and qualitative user research. When and why to do interviews, focus groups, observation and contextual research	**[Cooper]** Allan Cooper, About Face, 4th edition, 2014. Read p. 31 - 59 **[Schneider]**: Ben Schneiderman: Designing the user interface, 2009: p. 122 – 129 Link to pdf here Extra: **[Kellingley]** Nick Kellingley: How to Conduct User Interviews, 2016: https://www.interaction-design.org/literature/article/how-to-conduct-user-interviews?ep=cv **[Rittel]**: Horst W.J Rittel and Melvin M. Webber: Dilemmas in a General Theory of Planning, 1973: http://www.uctc.net/mwebber /Rittel+Webber+Dilemmas+General_Theory_of_Planning.pdf
8	3	**Design research: Building design based on knowledge about users.** Important design principles and tools like Wireframes, Flowcharts and Prototypes. Introduction to metaphoric and Idiomatic design. **Mandatory assignment Hand out**	**[Norman]**: Don Normand, The design of everyday things, chapter 1, 2013. Link to pdf here **[Cooper]** Allan Cooper, About Face, 4th edition, 2014. Read p. 299 – 322 **[Anni]** Antonia Anni: Introduction to Axure, 2 hours, 2015: http://www.pluralsight.com/courses/introduction-axure-1965 - Video 2 hours **Do:** Get to know Axure for building prototypes: http://www.axure.com/ Register your student card for free version.
9	4	**Design research: Usability testing and evaluation** Quantitative research and tests including: A/B split test, Clickstream, heat map, Eye tracking and Survey analysis. **Mandatory assignment Hand in**	**[Cooper]** Allan Cooper, About Face, 4th edition, 2014. Read p. 139 – 143 **[Unger]**: Ross Unger, A project guide to UX design, 2012: p. 280 – 310 Link to pdf here Extra: **[Idler]**: Sabina Idler: 5 Reasons Why Metaphors Can Improve the User Experience, 2012: http://sixrevisions.com/user-interface/5-reasons-why-metaphors-can-improve-the-user-experience/
10	5	**Design research: Expert review and adjusting**	**[Nielsen]**: Jakob Nielsens, 10 Usability Heuristics for User Interface Design, 2005: www.nngroup.com/articles/ten-usability-heuristics/

		Presentation and feedback of/on mandatory assignments. Expert reviews with heuristics and user driven Usability testing. **Mandatory assignment Feedback**	**[Nielsen]**: Jakob Nielsens, How to Conduct a Heuristic Evaluation, 1995: www.nngroup.com/articles/how-to-conduct-a-herustic-evaluation/ **[Snyder]**: Carolyn Snyder: Paper Prototyping: The Fast and Easy Way to Define and Refine User Interfaces, 2003. Link to pdf here
11	6	**User Research: Interpreting research data and Modeling users.** Defining and building an understanding of users with personas, scenarios, user segments, user journeys and the understanding of wicked problems.	**[Cooper]** Allan Cooper, About Face, 4th edition, 2014. Read p. 61 – 106 **[Rittel]**: Horst W.J Rittel and Melvin M. Webber: Dilemmas in a General Theory of Planning, 1973. http://www.uctc.net/mwebber/Rittel+Webber+Dilemmas+General_Theory_of_Planning.pdf Extra: **[Nardi]**: Bonnie A. Nardi: The use of scenarios in design, 1992: campus.fsu.edu/bbcswebdav/users/bstvilia/lis5916metadata/week3/p13-nardi.pdf
11	7	**User Research: Journey Map workshop** Participate in workshop based on personas and scenarios. We will work with defining behaviour, attitude, roles and critical points in a user journey.	**[Cooper]** Allan Cooper, About Face, 4th edition, 2014. Read p. 145 - 163
12	8	**Moving to other platforms. Mobile restrictions and benefits.** Benefits, drawbacks and challenges in responsive and adaptive web development. Introduction to basic and advanced navigation in app development. Plus dussions on how to design forms.	**[Cooper]** Allan Cooper, About Face, 4th edition, 2014. Read p. 218 – 230 **[Wroblewski]**: Luke Wroblewski: Mobil first, 2014. Chapter 3. Link to pdf here **[Krug]**: Steven Krug: Don´t make me think, 2014: p. 143 – 161 Link to pdf here **Do:** Check out examples in: **[Frost # 1]**: Brad Frost: Complex Navigation Patterns for Responsive Design, 2012: http://bradfrostweb.com/blog/web/complex-navigation-patterns-for-responsive-design/ **[Frost # 2]**: Brad Frost: Responsive Navigation Patterns, 2012: http://bradfrost.com/blog/web/responsive-nav-patterns/
13	9	**Communication strategy, content, context and the art of visualizing data.** Understanding primary site structure and communication strategy in a new media sphere. Plus how to work with content priority, data visualization and content audits as tools.	**[Cunningham]**: Timothy Cunningham: Strategic Communication in the New Media Sphere, 2010: http://www.au.af.mil/au/awc/awcgate/jfq/cunningham_strat_comm_new_media.pdf **[McCandless]**: David McCandless: The beauty of data visualization, 18 minute video, 2010: https://www.ted.com/talks/david_mccandless_the_beauty_of_data_visualization Extra: **[Weinsberg]** Udi Weinsberg, Lada Adamic and Mike Develin: The Not-So-Universal Language of Laughter, 2015: https://research.facebook.com/blog/1605690073053884/the-not-so-universal-language-of-laughter/#fn1
14			
15		Easter Break	
16	10	**Understanding User Experiences**	**[Löwgren]**: Jonas Löwgren: Toward an articulation of interaction esthetics, 2009. Link to pdf here

		Understanding the fundamental temporal and spatial elements of experience and discussing the difference between an experience and experiencing.	[Hassenzahl] Marc Hassenzahl, Experience Design, 2010. Read Chapter 1 *Follow me*, pages 1 – 8. Link to pdf here
		Plus a first look at experiential qualities.	
17	11	**Designing User Experiences**	[Dalsgaard]: Peter Dalsgaard and Christian Dindler: Peepholes as means of engagement in interaction design, 2009. Link to pdf here
		Further work with user experience and experiential meta-qualities like engagement and enchantment.	[McCarthy]: John McCarthy, et.al. : The experience of enchantment in human-computer interaction, 2004. Link to pdf here
		Introduction to emotional design.	Extra: [Norman]: Don Norman 3 ways good design makes you happy, 13 minute video, 2003: https://www.ted.com/talks/don_norman_on_design_and_emotion
18		Interdisciplinary project	
19		Interdisciplinary project	
20		Interdisciplinary project	
21		Monday and tuesday - feedback on Interdisciplinary project.	
22	12	**Semester recap and exam preparations.**	Information About exam
		Recap and preparation for examination.	

Lesson plan are subject to change!

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