

WU17V - 1. Semester, Spring 2017 - Interface design
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**See explanation for literature/preparation at the bottom of the document.
All information is subject to changes.**

Lecture Plan, Class: 17V

Date	Lecture title	Content (Also see Briefs for each lecture)	Preparation
Lecture 1 Week 5	The evolution of Interface design	<p>Course introduction and overview.</p> <p>Defining interfaces to understand what we are working with and Looking at the history of HCI, including GUI.</p> <p>Discussing the death and rebirth of web design.</p>	Read: [Nouvel] [Dank] [Cooper] intro + pages 3 - 24 Do: Bring your favourite Interface to class. It can be digital or analogue.
Lecture 2 Week 6	User Research: Gathering information and inspiration.	A look at quantitative and qualitative user research. When and why to do interviews, focus groups, observation and contextual research.	Read: [Cooper] p. 31 - 59 [Schneider # 2] Extra: [Kellingley] [Rittel]
Lecture 3 Week 7	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.	Read: [Cooper] p. 61 - 106 [Buchanan] p.14 - 19(21) Extra: [Nardi]

Lecture 4 Week 8	Design research: Building design based on knowledge about users. !! Class extended to 14.00 o'clock !!	<p>Important design principles and tools like Wireframes, Flowcharts and Prototypes.</p> <p>Introduction to metaphoric and Idiomatic design.</p> <p>Get to know Axure for building prototypes: http://www.axure.com/ Register your student card for free version.</p> <p>Mandatory assignment Hand out</p>	<p>Read: [Norman] [Cooper] p. 299 – 322 [Anni] - Video 2 hours</p> <p>Extra: [Idler]</p>
Lecture 5 Week 9	Design research: Usability testing and evaluation	Quantitative research and tests including: A/B split test, Clickstream, heat map, Eye tracking and Survey analysis.	<p>Read: [Cooper] p. 139 – 143 [Unger]</p> <p>Mandatory assignment Hand in</p>
Lecture 6 Week 10	Design research: Expert review and adjusting	Presentation and feedback of/on mandatory assignments. Expert reviews with heuristics and user driven Usability testing.	<p>Read: [Schneider # 1] [Nielsen] [Snyder]</p> <p>Mandatory assignment Feedback</p>
Lecture 7 Week 11	User Research: Journey Map workshop	Participate in workshop based on personas and scenarios. Working with defining behaviour, attitude, roles and critical points in a user journey.	<p>Read: [Cooper] p. 145 - 163</p>

Lecture 8 Week 12	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 how to design Forms.	Read: [Cooper] p. 218 – 230 [Wroblewski] [Krug] Do: Check out examples in: [Frost] Text 1 and Text 2
Lecture 9 Week 13	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.	Read: [Cunningham] [McCandless] video 18 min Extra: [Weinsberg]
Week 14		Surprise	
Week 15		Easter break	
Lecture 10 Week 16	Understanding User Experiences	Understanding the fundamental temporal and spatial elements of experience and discussing the difference between an experience and experiencing. Plus a first look at experiential qualities.	Read: [Löwgren] [Hassenzahl]

Lecture 11 Week 17	Designing User Experiences	Further work with user experience and experiential meta-qualities like engagement and enchantment. Introduction to emotional design.	Read: [Dalsgaard] [McCarthy] Extra: [Norman] Video 13 min.
Week 18	<u>Interdisciplinary Mandatory assignment:</u> Handed out on: Friday 25/11/16.		
Week 19	Work on mandatory		
Week 20	Mandatory handed in: Wednesday 14/12/16 (no later than 11.59 o'clock)		
Week 21	Presentation of mandatory assignment and feedback from all teachers.		
Lecture 12 Week 22	Semester recap and exam preparations.	Recap and preparation for examination.	

Literature

Books you buy:

[Cooper] Allan Cooper, About Face, 4th edition, 2014

Articles

If there is a link, the article is online and you should follow that link. If there is no link, the article is on Fronter:

[Buchanan]: Richard Buchanan: Wicked Problems in Design Thinking, 2009

[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

[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>

[Dalsgaard]: Peter Dalsgaard and Christian Dindler: Peepholes as means of engagement in interaction design, 2009:

[Frost # 2]: Brad Frost: Complex Navigation Patterns for Responsive Design, 2012:
<http://bradfrostweb.com/blog/web/complex-navigation-patterns-for-responsive-design/>

[Frost # 1]: Brad Frost: Responsive Navigation Patterns, 2012: <http://bradfrost.com/blog/web/responsive-nav-patterns/>

[Hassenzahl] Marc Hassenzahl, Experience Design, 2010. Read Chapter 1 *Follow me*, pages 1 – 8

[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/>

[Kellingley] Nick Kellingley: How to Conduct User Interviews, 2016: <https://www.interaction-design.org/literature/article/how-to-conduct-user-interviews?ep=cv>

[Krug]: Steven Krug: Don´t make me think, 2014: p. 143 – 161

[Löwgren]: Jonas Löwgren: Toward an articulation of interaction esthetics, 2009.

[McCarthy]: John McCarthy, et.al. : The experience of enchantment in human-computer interaction, 2004.

[Nardi]: Bonnie A. Nardi: The use of scenarios in design, 1992:
campus.fsu.edu/bbcswebdav/users/bstvilia/lis5916metadata/week3/p13-nardi.pdf

[Nielsen]: Jakob Nielsens, 10 Usability Heuristics for User Interface Design, 2005: www.nngroup.com/articles/ten-usability-heuristics/

[Norman]: Don Norman, The design of everyday things, chapter 1, 2013.

[Nouvel]: Sergio Nouvel, Why Web Design is Dead, 2015: <https://uxmag.com/articles/why-web-design-is-dead>

[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

[Schneider # 1]: Ben Schneiderman: Designing the user interface, 2009: p. 122 – 129.

[Schneider # 2]: Ben Schneiderman: Eight Golden Rules of Interface Design (from Designing the user interface), 2009:
<http://faculty.washington.edu/jtenenbg/courses/360/f04/sessions/schneidermanGoldenRules.html>

[Snyder]: Carolyn Snyder: Paper Prototyping: The Fast and Easy Way to Define and Refine User Interfaces, 2003:

[Unger]: Ross Unger, A project guide to UX design, 2012: p. 281 – 310.

[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>

[Wroblewski]: Luke Wroblewski: Mobil first, 2014.

Videos

[McCandless]: David McCandless: The beauty of data visualization, 18 minute video, 2010:
https://www.ted.com/talks/david_mccandless_the_beauty_of_data_visualization

[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

[Anni] Antonia Anni: Introduction to Axure, 2 hours, 2015: <http://www.pluralsight.com/courses/introduction-axure-1965>