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Title: Lesson plan Interface Design - Spring 2017

Version: Last version: 0.6

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Description:

Last Revised: 2017-02-06 09:04

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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, 4 th edition, 2014. Read the introduction + pages 3 - 24. Do: Bring your favourite Interface to class. It can be digital or analogue.
6	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, 4 th edition, 2014. Read p. 31 - 59 [Schneider # 1] : 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
7	3	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, 4 th 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
8	4	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 Norman, The design of everyday things, chapter 1, 2013. Link to pdf here [Cooper] Allan Cooper, About Face, 4 th 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. 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/
9	5	Design research: Usability testing and evaluation	[Cooper] Allan Cooper, About Face, 4 th edition, 2014. Read p. 139 – 143

		Quantitative research and tests including: A/B split test, Clickstream, heat map, Eye tracking and Survey analysis.	Mandatory assignment Hand in [Unger]: Ross Unger, A project guide to UX design, 2012: p. 281 – 310 Link to pdf here
10	6	Design research: Expert review and adjusting Presentation and feedback of/on mandatory assignments. Expert reviews with heuristics and user driven Usability testing.	[Schneider # 1] : Ben Schneiderman: Designing the user interface, 2009: p. 122 – 129. Link to pdf here [Nielsen] : Jakob Nielsens, 10 Usability Heuristics for User Interface Design, 2005: www.nngroup.com/articles/ten-usability-heuristics/ [Snyder] : Carolyn Snyder: Paper Prototyping: The Fast and Easy Way to Define and Refine User Interfaces, 2003. Link to pdf here
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, 4 th 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 discussions on how to design forms.	[Cooper] Allan Cooper, About Face, 4 th 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

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

Lesson plan are subject to change!

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