Lecture 01 UX
- User experience (UX)
- Usability Factors
- Types of Usability Evaluations

Lecture 02 Design Walkthrough
- **Heuristic evaluation**
  - Nielsen's Heuristics
    - Background
    - Principle
- Personas, Fitts' Law, The Human
  - Conceptual Design – User Personas
  - Conceptual Design – Scenarios
  - Summary
- **Fitts' Law**
  - (T) Fitts' Law is the classic performance measure.
  - (ID) The log_2 component is the Index of Difficulty
- Hick–Hyman Law
- Fitts' Law VS Hick-Hyman Law

Week 03 Contextual Inquiry
- Data Elicitation
  - Conduct a field visit to the customer.
    - Requirements collection processes
  - Collection – Elicitation Direct Interviews/ Focus Groups/ Indirect - Questionnaires:
- Data Analysis: Affinity Diagrams
- Ideation and Sketching
  - Generative design

Lecture 04 Visual design
- Gestalt Principles of Perception
  - Gestalt perception is seen as based in a set of principles:
  - Design Principles
    - Balance
    - Emphasis
    - Unity
- Interaction Design
  - Storyboards
  - Design considerations:

Week 05 Prototyping with

- High Fidelity Protying
- Inclusive design
- Universal/Assistive/Accessible/Usable

Week 06

- Colour
  - and Colour model
    - Hue: Colour wheel
    - Colour Schemes: Analogous（类比色） & Complimentary（互补色）
      - Analogous 相似的
- Web Technology for Prototypes
  - The Web client side technology core
  - Web Rescource
  - Example Stylesheet W3.CSS
  - Color Web
- Remarks on Semantic HTML
- Dynamic UI Implementation

Vocab

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Vocab

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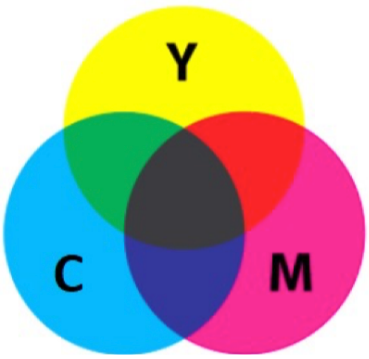
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Complimentary

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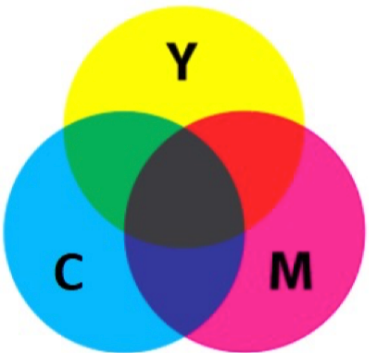
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