SUBJECT PROGRAM

I. IDENTIFICATION OF THE SUBJECT

Subject: **Users Interface Design**		Acronym: **INF-322**	Approval date 10/11/2016 (CC.DD. Agreement 13/2016)		
UTFSM Credits: **3**	Prerequisites: **INF-225**	Exam: Does not have	Faculty.		
SCT Credits: **5**			**Computer Science Department**		
Lecture Hours Weekly: **3**	Hours Assistantship Weekly: 0	Weekly Laboratory Hours: 0	Semester in which it is taught		
			Odd	Pair **X**	Both
Formative axis: **Applied Engineering - Software Development**					
Total time dedicated to the subject: **150 chronological hours**					

Subject Description

The student understands the general concepts associated with the interaction between people and computers. Evaluate the complexity of these interactions and develop the ability to design interfaces of interactive systems, applying the user-centered methodology. Performs requirements analysis, prototype design, review and maintenance of interfaces.
Use guides for the design of different interaction styles, such as: internet sites, social networks and mobile applications, among others.

Entry requirements

- Understand the software engineering process.
- Apply basic statistical methods for data analysis.

Contribution to the graduation profile

Specific Competence
- Develop, implement and maintain reliable, efficient and feasible software systems.

Transversal Competencies
- Integrate, coordinate and direct work teams, applying knowledge of human, technical, economic and time management.
- Act with autonomy, flexibility, initiative, and critical thinking when facing professional problems.

Learning outcomes expected to be achieved in this subject

- **Evaluates** software user interfaces, **using** heuristic evaluation and user observation techniques.
- **Run** simple formal experiments, **evaluating** usability hypotheses.
- **Designs** a variety of user-centered software system interfaces, **applying** usability engineering principles.
- **Implements** user interface components, **using** rapid prototyping environments.

Thematic contents

- Human factors of interactive software.
- Theories, principles and guidelines.
- Design processes.
- Test and study of ease of use.
- Direct manipulation and touch.
- Menu and forms.
- Presentation: function and style.
- Web, web 2.0.
- Mobile apps.

Teaching and learning methodology

• Expository classes supported by audiovisual media. • Work or group resolution tasks.

Evaluation and grading of the subject (Adjusted to Institutional Regulations-Regulation No. 1)

Approval requirements and qualification	The final grade is calculated as: • Two exams (35% each) • Jobs or tasks (30%) **NF = 35% C $_1$ + 35% C $_2$ + 30% Jobs**

Assessment	**%**
2 Exams (C $_1$ and C $_2$)	70
16 Jobs (1 per week)	30

Learning Resources

Virtual platform

Bibliography:

Guide Text	• Shneiderman B. and Plaisant C. (2009). Designing the User Interface: Strategies for Effective Human-Computer Interaction, 5th Edition, Addison-Wesley.
Complementary or Optional	• Tidwell J., Designing Interfaces. (2005). Patterns for Effective Interaction Design, O'Reily. • Nielsen Norman Group, Report on Usability of Mobile Websites & Applications. (2010). http://www.nngroup.com/reports/mobile/ • US Department of Health and Human Services. (2006). Research-Based Web Design & Usability Guidelines. http://webstandards.hhs.gov/guidelines/.

II. CALCULATION OF NUMBER OF HOURS OF DEDICATION - (SCT-Chile) - SUBJECT SUMMARY TABLE

ACTIVITY	Number of hours of dedication		
	Number of hours per week	Number of weeks	Total number of hours
PRESENCE			
Lecture or theoretical classes	3	16	48
Assistantship/Exercises			
Industrial visits (from Field)			
Laboratories / Workshop			
Evaluations (exams, others)	3	2	6
Others (specify)			
NO PRESENCE			
Assistantship			
Mandatory tasks			
Personal Study (Individual)	12	4	48
Others (Individual and group work)	3	16	48
TOTAL (HOURS)			**150**
Total number of TRANSFERABLE CREDITS			**5**