

# Lecture 1 – Introduction to the Unit

FIT5152 - User Interface Design and Usability

# Teaching Team

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# Learning Outcomes

At the completion of the unit, students should be able to:

1. use and explain HCI theories, principles and guidelines;
2. identify and analyse the elements, controls and constraints of effective user interfaces in different platforms;
3. design and justify a useful and usable interface by applying user-centred design principles;
4. critically evaluate and assess a user interface and provide recommendations.

Session	Lecture Notes	Laboratories
Session 1 (4/Jan Mon)	Introduction to HCI and User Interface Design	No laboratories
Session 2 (6/Jan Wed)	Design Theories, Models and Principles	Laboratory 1 Introduction to User Interface Design
Session 3 (11/Jan Mon)	Data Gathering and Analysis	Laboratory 2 Design Theories and Concepts
Session 4 (13/Jan Wed)	Navigation and Menus	Laboratory 3 User and Task Analysis
Session 5 (18/Jan Mon)	How to Design Forms	Laboratory 4 <b>Research Paper Assignment (10%) group of 2 in Labs Due before your allocated laboratory</b>
Session 6 (20/Jan Wed)	Heuristic Evaluation and Usability Testing	Laboratory 5 Navigation, Menus and Forms
Session 7 (25/Jan Mon)	Prototyping	Laboratory 6 – Heuristic evaluation and usability testing
Session 8 (27/Jan Wed)	Graphics and Visual Design	Laboratory 7 – Paper-based Prototyping
<b>29/Jan Friday</b>		<b>Heuristic Evaluation Assignment Due (10%)</b>
Session 9 (1/Feb Mon)	Interaction Styles and Devices	Laboratory 8 Graphics and visual design
Session 10 (3/Feb Wed)	Design Patterns and Styles	Laboratory 9 Interaction styles
Session 11 (8/Feb Mon)	Reports and Error Messages	Laboratory 10 Design patterns and styles
<b>9/Feb Tuesday</b>		<b>Prototyping Assignment Due (30%) group of 2</b>
Session 12 (10/Feb Wed)	Advanced Topics and Exam Sample Questions	<b>Demos in laboratories</b>

# Unit Assessment

**Assignment 1 (Group of 2)**  
**Learning outcomes (1 and 2)**

- **10% Research Presentation Assignment**
  - **Due on 18/Jan:** Group presentations **in labs** (10 minutes)
  - One group member submits the slides and video presentation to Moodle

**Assignment 2 (Individual)**  
**Learning outcomes (1,2, 4)**

- **10% Heuristic Evaluation Assignment**
  - **Report due on 29/January :** Submit the report to Moodle

**Assignment 3 (Group of 2)**  
**Learning outcomes (1, 2, 3)**

- **30% Prototyping Assignment**
  - **Report and files due on 9/February:** Submit the prototype files and report to Moodle
  - **Group demos** (10 minutes) in Session 12 **in labs**

**Exam**

- **50% Final Exam**
  - 2 hours (10 minutes reading time)
  - Part 1 MCQ, Part 2 Short answer questions, Part 3 Long answer questions

# To pass the unit

You need

40% or more in the unit's examination,

AND

40% or more in the unit's total non-examination assessment

AND

an overall unit mark of 50% or more

# Recommended Textbooks

- Shneiderman, Plasiant, Cohen and Jacobs (2014) Designing the User Interface: Strategies for Effective Human-Computer Interaction, 5<sup>th</sup> Edition. Pearson.
- Don Norman, 2013, The Design of Everyday Things, available online
- Jenny Preece, Helen Sharp, Yvonne Rogers, 2015, Interaction Design: Beyond Human-Computer Interaction, 4th Edition
- Theresa Neil, 2014, Mobile Design Pattern Gallery: UI Patterns for Smartphone Apps, O'Reilly Media; 2 edition