

# **Graduate Course Syllabus**

**IT 649: Interface Design for Websites** 

Center: Online

#### **Course Prerequisites**

IT 647

#### **Course Description**

This course expands the student's basic knowledge of webpage and website development by providing in-depth focus on designing web applications with the user in mind. Students gain knowledge about how human factors relate to interface design. Guidelines for determining design problems and strengths, usability assessments, and best practices for common functions such as web navigation, menus, scrolling, graphics, and icons are explored.

#### **Course Outcomes**

- Assess user-centered design for best practices and commonly used techniques that can be applied in the development of prototypes and usability testing plans
- Perform requirements-gathering techniques to assemble user and client requirements for the development of usable interfaces
- Analyze the importance of human factors in the design of graphical user interfaces
- Create visually appealing web interfaces by applying user-centered design best practices, techniques, and principles
- Select appropriate web controls and design elements that align with user- and client-defined requirements
- Develop usability testing plans that incorporate commonly used approaches for testing, analyzing test results, and implementing improvements

### **Required Materials**

Using your learning resources is critical to your success in this course. Please purchase directly through the <u>SNHU</u> <u>Online Bookstore</u> rather than any other vendor. Purchasing directly from the bookstore ensures that you will obtain the correct materials and that the IT Service Desk, your advisor, and the instructor can provide you with support if you have problems.

Practical UX Design
Scott Faranello
Packt Publishing
1st Edition
2016

ISBN: 978-1-78588-615-7

Don't Make Me Think, Revisited

Steve Krug New Riders

3<sup>rd</sup> Edition

2014

ISBN: 978-0-321-96551-6

Gamestorming

Dave Gray, Sunni Brown, and James Macanufo

O'Reilly

1<sup>st</sup> Edition

2010

ISBN: 978-0-596-80417-6

### **Software Requirement**

In this course you will require access the following software:

Adobe XD CC

Adobe

https://www.adobe.com/products/xd.html

Follow these instructions for Adobe XD.

SuperSaas

Download from <u>www.supersaas.com</u>. This resource does not require installation but does require an

account.

# Diversity, Equity, and Inclusion

As indicated in our core values, SNHU is committed to "embrace diversity where we encourage and respect diverse identities, ideas, and perspectives by honoring difference, amplifying belonging, engaging civilly, and breaking down barriers to bring our mission to life."

This may or will be reflected in SNHU's curriculum as we embrace and practice diversity, equity, and inclusion (DEI) to provide the most transformative experience for our students, faculty, and staff. Because topics pertaining to DEI can be sensitive, please remember that embodying and practicing diversity, equity, and inclusion is one of our core values that you will encounter throughout the academic experience. In higher education, we are expected to think and engage critically. Use a growth mindset to embrace the diverse readings, course assignments, and experiences of your peers and faculty.

For more information about DEI at SNHU, please visit our website at the Office of Diversity and Inclusion.

# **Instructor Availability and Response Time**

Your class interaction with the instructor and your classmates will take place on a regular, ongoing basis. Your instructor will be actively engaged within the course throughout the week. You will normally communicate with your instructor in the weekly discussions or the General Questions discussion topic so that your questions and the instructor's answers benefit the entire class. You should feel free, however, to communicate with your instructor via SNHU email at any time, particularly when you want to discuss something of a personal or sensitive nature. Your instructor will generally provide a response within 24 hours. Instructors will post grades and feedback (as applicable) within seven days of an assignment's due date, or within seven days of a late submission.

#### **Grade Distribution**

Assignment Category	Number of	Point Value	Total Points
	Graded Items	per Item	
Discussions	7	35	245
Site Map for an Existing Site	1	25	25
Site Map for the Spa Client	1	40	40
Final Project Milestones	7	45	315
Final Project One Submission	1	160	160
Final Project Two Submission	1	215	215
	1	1	Total Course Points: 1,000

This course may also contain practice activities. The purpose of these non-graded activities is to assist you in mastering the learning outcomes in the graded activity items listed above.

### **University Grading System: Graduate**

Grade	Numerical Equivalent	Points
Α	93–100	4.00
A-	90–92	3.67
B+	87–89	3.33
В	83–86	3.00
B-	80–82	2.67
C+	77–79	2.33
С	73–76	2.00
F	0–72	0.00
1	Incomplete	
IF	Incomplete/Failure *	
W	Withdrawn	

<sup>\*</sup> Please refer to the <u>policy page</u> for information on the incomplete grade process.

# **Grading Guides**

Specific activity directions, grading guides, posting requirements, and additional deadlines can be found in the Assignment Guidelines and Rubrics section of the course.

# **Weekly Assignment Schedule**

All reading and assignment information can be found within each module of the course. Assignments and discussion posts during the first week of each term are due by 11:59 p.m. Eastern Time. Assignments and discussion posts for the remainder of the term are due by 11:59 p.m. of the student's local time zone.

In addition to the textbook readings that are listed, there may be additional required resources within each module.

Module	Topics and Assignments
1	Introduction and Site Maps
	Practical UX Design, Chapters 1, 2, 3, and 4
	Don't Make Me Think, Chapters 1, 2, 3, 4, and 5
	1-1 Discussion: Getting Started
	1-2 Final Project Review
	1-3 Assignment: Site Map for an Existing Site (pass/fail)
	1-4 Milestone One: Introduction
2	Uses and Benefits of Wireframes and Prototypes
	Practical UX Design, Chapter 5 and Chapter 7 (Sections: Wireframes, Prototyping)
	Don't Make Me Think, Chapter 7
	2-1 Milestone Two: Benefits of Wireframes and Prototypes
	2-2 Discussion: Advice and Tools for Estimating Website Design Projects
3	User Analysis and Usability Testing, Part One
	Practical UX Design, Chapter 6
	Don't Make Me Think, Chapters 8 and 9
	Gamestorming, Chapters 1, 2, and 3
	3-1 Milestone Three: User Analysis and Usability Testing
4	User Analysis and Usability Testing, Part Two
	Practical UX Design, Chapter 7 (Section: Usability Studies)
	Don't Make Me Think, Chapters 10, 11, 12, 13
	Gamestorming, Chapter 4
	4-1 Milestone Four: User and Client Requirements
	4-2 Assignment: Site Map for the Spa Client
	4-3 Discussion: Using Analogies to Explain User Analysis and Usability Testing
5	Personas and User Journeys
	Practical UX Design, Chapter 7 (Sections: Personas, Journey Maps)
	Gamestorming, Chapter 5
	5-1 Milestone Five: Personas and User Journeys

Module	Topics and Assignments
6	Human Factors and Customer Experience Maps
	Practical UX Design, Chapter 7 (Sections: The Human Persona, Ethnography, Human Centered
	Design)
	Gamestorming, Chapter 6
	6-1 Milestone Six: Human Factors and Customer Experience Maps
	6-2 Discussion: Customer Experience Maps
7	Wireframe and Schedule Page Creation
	Gamestorming, Chapter 7
	7-1 Milestone Seven: Wireframes
	7-2 Assignment: Building the Prototype Schedule Pages
	7-3 Discussion: Wireframe Tools
8	Website Redesign Proposal and Prototypes
	Practical UX Design, Chapter 6 (Section: Business of UX Human Metrics)
	Gamestorming, Chapter 8
	8-1 Final Project One Submission: Website Redesign Proposal
9	Website Redesign, Prototype, and Design Decision Report
	9-1 Final Project Two Submission: Website Redesign, Prototype, and Design Decision Report
10	Looking Back and Looking Ahead
	10-1 Discussion: Looking Back
	10-2 Discussion: Looking Ahead

# **Attendance Policy**

Online students are required to submit a graded assignment/discussion during the first week of class. If a student does not submit a graded assignment/discussion during the first week of class, the student is automatically dropped from the course for non-participation. Review the <u>full attendance policy</u>.

### **Late Assignments Policy**

Meeting assigned due dates is critical for demonstrating progress and ensuring appropriate time for instructor feedback on assignments. Students are expected to submit their assignments on or before the due date. Review the <u>full late assignment policy</u>.

# **SNHU Student Handbook**

Review the student handbook.

# **ADA/504 Compliance Statement**

Southern New Hampshire University (SNHU) is dedicated to providing equal access to individuals with disabilities in accordance with Section 504 of the Rehabilitation Act of 1973 and with Title III of the Americans with Disabilities Act (ADA) of 1990, as amended by the Americans with Disabilities Act Amendments Act (ADAAA) of 2008.

SNHU prohibits unlawful discrimination on the basis of disability and takes action to prevent such discrimination by providing reasonable accommodations to eligible individuals with disabilities. The university has adopted this policy to provide for prompt and equitable resolution of complaints regarding any action prohibited by Section 504, the ADA, or the ADAAA.

For questions about support services, documentation guidelines, general disability issues, or pregnancy accommodations, please visit the Online Accessibility Center (OAC).

As a student, you must complete an interactive intake process, with supporting documentation, in order to be granted accommodations. Once reasonable accommodations are approved by the OAC, you will receive an accommodations letter. You are then responsible for sharing the letter with your instructor. Accommodations are not retroactive.

If you feel you've been subject to discrimination on the basis of disability, by any party, you may file a complaint or grievance. For more information on the ADA/504 Grievance Policy, go to the <u>Disability and Accessibility Services</u> website.

#### **Academic Integrity Policy**

Southern New Hampshire University requires all students to adhere to high standards of integrity in their academic work. Activities such as plagiarism and cheating are not condoned by the university. Review the <u>full academic</u> integrity policy.

#### **Copyright Policy**

Southern New Hampshire University abides by the provisions of United States Copyright Act (Title 17 of the United States Code). Any person who infringes the copyright law is liable. Review the <u>full copyright policy</u>.

### **SNHU Withdrawal Policy**

Review the full withdrawal policy.

#### **Southern New Hampshire University Policies**

More information about SNHU policies can be found on the policy page.