CPE123

User Experience/User Interface

Overview

This course will provide a general introduction to the theory and practice of computer user interface design for user experience. Students will learn how to create high-quality user interfaces. The study of several important paradigms and principles of design and how these can be applied to the screen will be explored. This will provide a framework within which we can analyze existing user interfaces and design new ones.

Goals

Student Learning Outcomes: Upon completion of the course, students will be able to:

1. Design interfaces with end users in mind
2. Identify the important principles that underlie all good user interface design
3. Know how to perform usability testing on newly designed interfaces
4. Work efficiently as part of a screen design team
5. Design a user interface from inception through the development stage

Evaluation

Learning Journal / Reflection and Writing Diary / Blog	40%
Based-on: Understandable Writing and Communicating Skills, Self-Reflection, including lecture notes, the extra content, UX/UI knowledge, and story of UX/UI best practices	
Midterm Learning Progress Report	10%
Class Engagement / Share Knowledge in Class and FB	10%
Group Project (Presentation and Report)	30%
Final EXAM	10%

Materials TEXT and Web

- 50-UX-Best-Practices
- The Basics of User Experience Design
- Interaction Design Foundation
- UX Fundamentals for Non-UX Professionals
- To-be-Announced

Milestones

[Bi-Weekly]
Submit Learning Diary
Personal Blog on LEB2

[29 September 2022 - TBC]
Submit Midterm Learning Report

[24-25 November 2022]
Final Project Presentation

[1 December 2022 - TBC]
Final Exam

Course Structure and Lab

Week	Date	Course Content
1	11 August 2022	Introduction to UX – User Experience and UI – User Interface / Why is it important UX and UI?
2	18 August 2022	UX is not UI / User Research for UX/UI Design
		Lab – Test Getting Together online discussion
3	25 August 2022	PACT – People Activity Context Technology – Analysis / Introduction to User Experience Design
		Lab – Miro with Sharing User Persona and Brainstorming Session
4	1 September 2022	What is Interaction Design? / Experience Design Practices
		Lab – Personas: A Simple Introduction / Creating Experiences based on User Research
5	8 September 2022	Design Thinking Process / What is Design Thinking? /UX vision and Research
		Lab – Data Gathering from interviews and applying post-its with MIRO
6	15 September 2022	The 7 Factors that Influence User Experience / An Introduction to Usability
		Lab – Data Gathering and Project understanding / Start form Group Project / Idea Discussion
7	22 September 2022	Envision and Engagement / How to Conduct User Interviews
		Lab – Planning Interview and Creating Questions for Interview based on Target Audience
8	29-30 September 2022	MIDTERM Break
9	6 October 2022	User Interface Design / Understanding Elements of UI
		Lab – Explore Software Tools for Prototyping e.g., Adobe XD or Figma or else
10	13 October 2022	Holidays
		Lab – Use Software Tools to Create Your Group UI and Prototype IDEA
11	20 October 2022	UX Design: Some Simple Guidelines / Front End Development
		Lab – UX/UI- Understanding Feature for Delivering Navigations and approach
12	27 October 2022	Content Strategy / Storytelling / Introduction of Information Visualization
		Lab – UX -Wireframes and Sitemaps and Workflows
13	3 November 2022	UX vision and Research Reporting
	]	Lab – Developing your UX – Layouts and Project Report Outline
14	10 November 2022	Testing – Analysis
		Lab – Prototyping and Usability Test
15	17 November 2022	Class Summary and Discussion Session
		Lab – Group Working for Final Product
16	24 November 2022	Group Project Presentation 30 Minute each
		Group Project Presentation 30 Minute each
17	1-2 December 2022	Final EXAM

REMARK: Schedule may subject to be changed according to guest lecturer.