

MICRO-SYLLABUS:

Unit	Module	Micro content
1	Usability of Interactive Systems	Introduction
		usability goals and measure
		usability motivations
		universal usability
		goals for our profession Managing
	Guidelines – Principles – Theories	Introduction to Guidelines, Principles and Theories
2	Design Processes	Introduction
		Organizational Support for design
		The Design Process, Design Framework
		Design Methods
		Design Tools
		Practices and patterns
		Social Impact Analysis
		Legal Issues
		Introduction
		Direct Manipulation
	Direct Manipulation and Immersive Environments	Examples of Direct Manipulation
		2D and 3D Interfaces
		Teleportation and Presence
		Augmented and Virtual Reality
3	Fluid Navigation	Introduction
		Navigation by Selection
		Small Displays
		Content Organization
		Audio Menus
		Form Fill-in
		Dialog Boxes
		Introduction
		Speech Recognition
		Speech Production
	Expressive Human and Command Languages	Human Language Technology
		Traditional Command Languages

		Traditional Command Languages
4	Devices	Introduction to Keyboards and Keypads
		Pointing Devices
		Displays
	Advancing the User Experience	Introduction
		Display Design
		View (Window)
		Management – Animation
		Webpage Design
		Color
		Non-anthropomorphic Design
		Error Messages
5	User Documentation and Online Help	Introduction
		Online Vs Paper Documentation
		Reading from paper Vs from Displays
		Shaping the content of the Documentation
		Accessing the Documentation
		Online tutorials and animated documentation
		Online communities for User Assistance
		The Development Process