

Courses

Human-Computer Interaction

(Interaction Design Foundation)

Feb'17-ongoing

- Definitions of human-computer interaction
- The design process involved in interaction design, navigation design and screen design
- Cognition and perception, encompassing attention, memory, thought and the role of the 'senses' in HCI
- Emotion and why it is so important to user experience
- Implementation of windowing systems, applications, architectures and frameworks
- How to evaluate user experience using numbers and statistics

Gestalt Psychology and Web Design

(Interaction Design Foundation)

Feb'17-ongoing

- Understand how the Gestalt laws influence User Experience
- Be able to adopt a Gestalt-driven approach to product and web design
- Be able to analyse existing product and web designs according to the Gestalt principles of perceptual organisation
- design products and websites that support the quirks, biases and defining features of visual perception
- Be equipped with the knowledge necessary to design displays that support visual perception
- improve the user experience associated with your websites
- Have a deep understanding of human visual perception
- Appreciate how the human mind influences what we see and when
- understanding of the Gestalt view of visual perception and the principles of perceptual organisation

Psychology of Interaction Design

(Interaction Design Foundation)

March'17-ongoing

- Skill acquisition and how practice really does make perfect
- The difference between controlled and automatic processing
- Haptics and the psychology of touch
- The difference between a user interface and a tangible user interface
- The pros and cons associated with using physical controls Vs. touchscreen displays
- How and when to use images
- How and when to use text
- Some of the most well-known examples of disastrous design
- The effect of aesthetics on user behaviour
- The Gestalt principles of perceptual organisation