Course Leader: Dr Fotios Spyridonis

Lecturers: Dr Ralph Barthel

Number	Topic	Date	Topic	Lab
1 28/9 butcomes and assessment; Why study user interfaces? Background reading - Chapter 1 from shneiderman et al. The Design Process; User Centred Design: Peroject plan for coursework and questions/clarifications. The Design Process; User Centred Design: Peroject plan for coursework and questions/clarifications. In this lab, you will undertake research on current issues in use a classification of color through the search on current issues in use and search of the search on current issues in use and search of the search on current issues in use and search of the search on current issues in use and search of the search on current issues in use and search on the search on current issues in use and search on the search on current issues in use and search on the search on current issues in use and search on the search on current issues in use and search on current issues in use search on current issues in the search on current issues in the search on current issue in the search on current issues in the search on current issu		Date	Topic	
2 S/10 Design; A Pillars of Design Design Rules, Guidelines and Standards Background reading - Chapters 2 and 3 from Shneiderman et al. Task analysis; Scenarios and user personas Background reading - Chapter 3 from Shneiderman et al. During this lab session, you should identify and produce least one scenario and one use persona Rackground reading - Chapter 4 from Norman Introduction to Axure prototyping Rackground reading - Chapter 11 from Introduction to Axure prototyping Rackground reading - Chapter 11 from Axure development Axure developme	1	28/9	outcomes and assessment; Why study user interfaces? Background reading – Chapter 1 from	Issue Coursework; Project plan for coursework and
12/10 Scenarios and user personas Shneiderman et al. Conceptualising Interfaces Background reading - Chapter 4 from Norman Ideation and Prototyping Background reading - Chapter 11 from Introduction to Axure prototyping Background reading - Chapter 11 from Norman Introduction to Axure prototyping Skills & Development week	2	5/10	Design; 4 Pillars of Design Design Rules, Guidelines and Standards Background reading – Chapters 2 and 3	In this lab, you will undertake research on current issues in user interface design and on relevant design guidelines, standards and theories. You will also identify how those could be contextualised into your coursework.
Skills & Development week Skills & Development week	3	12/10	Scenarios and user personas Background reading – Chapter 3 from Shneiderman et al. Conceptualising Interfaces Background reading – Chapter 4 from	,
Information Architecture; Wireframes; Card sorting Background reading - Chapter 4 from Morville and Rosenfeld 7	4	19/10	Background reading – Chapter 11 from	Introduction to Axure prototyping tool
Card sorting Background reading - Chapter 4 from Axure development	5	26/10	Skills & Development	week
9/11 and Dialogue Boxes Background reading - Chapter 6 from Shneiderman et al. Graphic design: Typography and colour theory Design Patterns and Metaphors Background reading - Chapter 11 from Shneiderman et al. Designing for the small screen Designing for game user interfaces Background reading - Chapter 8 from Novak and Saunders Evaluation methods Background reading - Chapter 4 from Shneiderman et al. Wearables; Natural User Interfaces Background reading - Chapter 5 from Shneiderman et al. Developing advanced Axure skills Interim deliverable due Critical selection and application of colour theory, fonts, layout and graphic design in the visual interface design of your prototype Prototype development and feedback on your progress Review and justify the evaluation methods that you will use. Coursework support Coursework support Coursework due	6	2/11	Card sorting Background reading – Chapter 4 from	Axure development
Graphic design: Typography and colour theory Design Patterns and Metaphors Background reading - Chapter 11 from Shneiderman et al. Designing for the small screen Designing for game user interfaces Background reading - Chapter 8 from Novak and Saunders Evaluation methods Background reading - Chapter 4 from Shneiderman et al. Wearables; Natural User Interfaces Background reading - Chapter 5 from Shneiderman et al. Graphic design: Typography and colour Critical selection and application of colour theory, fonts, layout and graphic design in the visual interface design of your prototype Prototype development and feedback on your progress Review and justify the evaluation methods that you will use. Coursework support Coursework support Coursework due	7	9/11	and Dialogue Boxes Background reading – Chapter 6 from	skills
Prototype development and feedback on your progress Background reading - Chapter 8 from Novak and Saunders Evaluation methods Background reading - Chapter 4 from Shneiderman et al. Review and justify the evaluation methods that you will use. Wearables; Natural User Interfaces; 3D Interfaces and VR/AR; Speech Interfaces Background reading - Chapter 5 from Shneiderman et al. Coursework support Coursework due	8	16/11	Graphic design: Typography and colour theory Design Patterns and Metaphors Background reading – Chapter 11 from Shneiderman et al.	Critical selection and application of colour theory, fonts, layout and graphic design in the visual interface design of your
30/11 Background reading - Chapter 4 from Shneiderman et al. Wearables; Natural User Interfaces; 3D Interfaces and VR/AR; Speech Interfaces Background reading - Chapter 5 from Shneiderman et al. Review and justify the evaluation methods that you will use. Coursework support Coursework due	9	23/11	Designing for game user interfaces Background reading – Chapter 8 from Novak and	feedback on your progress
3D Interfaces and VR/AR; Speech Interfaces Background reading – Chapter 5 from Shneiderman et al. Coursework support Coursework due	10	30/11	Background reading – Chapter 4 from	evaluation methods that you
12 14/12 Povious and Consolidation	11	7/12	3D Interfaces and VR/AR; Speech Interfaces Background reading - Chapter 5 from	
12 14/12 Review and Consolidation Review questions and Clarifications	12	14/12	Review and Consolidation	Review questions and clarifications