

Topic Number	Date	Topic	Lab (Coursework focused)
1	28/9	Introduction to the course, learning outcomes and assessment; Why study user interfaces? <i>Background reading - Chapter 1 from Shneiderman et al.</i>	Issue Coursework; Project plan for coursework and questions/clarifications.
2	5/10	The Design Process; User Centred Design; 4 Pillars of Design Design Rules, Guidelines and Standards <i>Background reading - Chapters 2 and 3 from Shneiderman et al.</i>	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.
3	12/10	Task analysis; Scenarios and user personas <i>Background reading - Chapter 3 from Shneiderman et al.</i> Conceptualising Interfaces <i>Background reading - Chapter 4 from Norman</i>	During this lab session, you should identify and produce at least one scenario and one user persona relevant to your coursework
4	19/10	Ideation and Prototyping <i>Background reading - Chapter 11 from Rogers et al.</i>	Introduction to Axure prototyping tool
5	26/10	<i>Skills & Development week</i>	
6	2/11	Information Architecture; Wireframes; Card sorting <i>Background reading - Chapter 4 from Morville and Rosenfeld</i>	Axure development
7	9/11	Input methods: Menu selection, Form Fill-In and Dialogue Boxes <i>Background reading - Chapter 6 from Shneiderman et al.</i>	Developing advanced Axure skills Interim deliverable due
8	16/11	Graphic design: Typography and colour theory Design Patterns and Metaphors <i>Background reading - Chapter 11 from Shneiderman et al.</i>	Critical selection and application of colour theory, fonts, layout and graphic design in the visual interface design of your prototype
9	23/11	Designing for the small screen Designing for game user interfaces <i>Background reading - Chapter 8 from Novak and Saunders</i>	Prototype development and feedback on your progress
10	30/11	Evaluation methods <i>Background reading - Chapter 4 from Shneiderman et al.</i>	Review and justify the evaluation methods that you will use.
11	7/12	Wearables; Natural User Interfaces; 3D Interfaces and VR/AR; Speech Interfaces <i>Background reading - Chapter 5 from Shneiderman et al.</i>	Coursework support Coursework due
12	14/12	Review and Consolidation	Review questions and clarifications