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**Academic Year: ( 2018 / 2019 )****Review date: 20-06-2018**

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**Department assigned to the subject: Library and Information Sciences Department****Coordinating teacher: OLMEDA GOMEZ, CARLOS****Type: Compulsory ECTS Credits : 6.0****Year : 1 Semester : 1**

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## REQUIREMENTS (SUBJECTS THAT ARE ASSUMED TO BE KNOWN)

There are no specific course prerequisites for this course

## OBJECTIVES

After completing the course satisfactorily, students should know:

- Theoretical principles and methods of information architecture with a practical orientation for different environments, applications and artifacts
- Articulate principles of user-centered design and employ some of its tools in a practical way
- Products to communicate the results of design processes

Acquire skills in:

- Planning, developing and designing information architectures
- Choose and apply methods to analyze, evaluate and compare information architectures
- Use formal models to identify and integrate users, user requirements and user characteristics in the design of information architectures
- Communicate knowledge and information architecture solutions combining words and diagrams in the context of a hypothetical project

And acquire competences in:

- Apply scientific theories and methods on information architecture, interactive design, organize categories, test users and information
- Organize and communicate information and knowledge through the information architecture
- Identify and structure their own learning needs in relation to the use of the information architecture in a specific context

## DESCRIPTION OF CONTENTS: PROGRAMME

1. Information architecture and user experience
2. Creative process
3. Design approaches, requirements, guides and user modeling
4. Order and organization
5. Flow charts and site maps
6. Wireframes and prototyping

## LEARNING ACTIVITIES AND METHODOLOGY

- LA 1. Individual work for the study of theoretical and practical materials developed and contributed by the teacher
- LA 2. Individual work for problem solving and case studies
- LA 3. Videos tutorials
- LA 4. Active participation in forums enabled by the teacher in the virtual educational platform
- LA 5. Working in groups for solving a prototype

## TEACHING METHODOLOGIES

- M 1. Explanations of the teacher with support of computer and audiovisual media, in which the main

concepts of the subjects are developed

M 2. Critical reading of texts recommended by the professor of the subject

M 3. Resolution of practical cases and problems raised by the teacher in an individual way

M 4. Reading of theoretical and practical teaching materials

#### ASSESSMENT SYSTEM

**% end-of-term-examination:** 40

**% of continuous assessment (assignments, laboratory, practicals...):** 60

Continuous assessment will be carried out by following the skills and abilities developed by students. It is evaluated through the supervision and correction of proposed exercises, tasks, tests or duties. Practices deal with the creation of documents where they reflect the sketches and wireframes made by the students.

% end-of-term-examination : 40%

% of continuous assessment (assignments, laboratory, practicals ...): 60%

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#### BASIC BIBLIOGRAPHY

- Krugg, S No me hagas pensar. Actualización, Anaya Multimedia, 2014
- Montero, Yusef Hassan Experiencia de usuario: principios y métodos , Autoedición, 2015
- Norman, Donald A La psicología de los objetos cotidianos, Nerea, 1998