Information Architecture

Academic Year: (2022 / 2023)   **Review date: 24/06/2022 18:33:39**

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

REQUIREMENTS (SUBJECTS THAT ARE ASSUMED TO BE KNOWN)

There are no specific course prerequisites for this course

DESCRIPTION OF CONTENTS: PROGRAMME

1.- Information architecture.
1.1 Information architecture's definition.
1.2 Disciplines related to information architecture.

2.- User experience (UX). Basic aspects.
2.1 User 's experience definition.
2.2 The components of user experience.

3.- Creative processes.
3.1 UX processes, activities and lifecycles.
3.2 Usage research data and user behavior.

4.- The nature of user experience design.
4.1 Design methods.
4.2 Heuristics and cognitive biases.

5.- Order and organization for interaction.
5.1 Concept and types of interaction.
5.2 Principles of interaction design.

6.- Presentation of contents.
6.1 Information organization.
6.2 Principles of information design.

7.- Conduct UX research and test early concepts.
7.1 Methods.
7.2 Technics and empirical evaluation.

8.- Flowcharts, maps, wireframes, prototypes.
8.1 Ideation.
8.2 Illustration and prototypes.

LEARNING ACTIVITIES AND METHODOLOGY

TRAINING ACTIVITIES OF CURRICULUM CONCERNING STUDIES
THEORETICAL-PRACTICAL CLASSES. It will present the knowledge that students must acquire. They will receive the class notes and will have basic reference texts to facilitate the monitoring of classes and the development of subsequent work. Readings associated with the different topics.Exercises, practical problems will be solved by the student and workshops will be held to acquire the necessary skills.

TUTORIES. Individualized assistance (individual tutorials) or in groups (collective tutorials) to the students by the professor.
INDIVIDUAL OR GROUP WORK OF THE STUDENT.

TEACHING METHODOLOGIES
THEORY CLASS (3 ECTS).Oral presentation by teacher with computer and audiovisual media support, main concepts of the subject and the materials and bibliography are provided to complement the personal learning of the students.
PRACTICES (3 ECTS). Use of diagramming programs, frameworks, wireframes and prototyping. Use of methods. Practice quizzes. It is highly recommended that students comes equipped in the course of this academic year with configured laptops or tablets and with access to the University network, before practices (face-to-face) its start.
TUTORIES. Individualized assistance (individual tutorials) or in groups (collective tutorials) to the students by the professor. Face-to-face or virtual mode (Google Meet).

ASSESSMENT SYSTEM

% end-of-term-examination/test:	40
% of continuous assessment (assigments, laboratory, practicals…):	60

Continuous assessment will be carried out by following the skills and abilities developed by students, according to the following criteria:
Continuous assessment: 60% of the final grade. Completion of two practical assignments, each worth a maximum of 3 points.
End-of-term-examination, questionnaire : 40% of the final grade.

It is necessary to pass the final exam in order to be eligible for continuous evaluation. The final grade is summative. The extraordinary call will be governed by the provisions of the Regulations approved by the Governing Council on May 31, 2011, or by the regulation that replaces it.

BASIC BIBLIOGRAPHY

 - Covert, Abby. Cómo darle sentido a cualquier caos, Createspace Independent Pub , 2017

 - Krug, Steve No me hagas pensar. Actualización. Una aproximación a la usabilidad y los móviles, Anaya Multimedia, 2014

 - Norman, Donald A. La psicología de los objetos cotidianos, Nerea, 1990

 - Weinschenk, Susan M. 100 cosas más sobre la gente que cada diseñador necesita saber, Anaya Multimedia, 2016

ADDITIONAL BIBLIOGRAPHY

 - Ding, W., Lin, X., Zarro, M. Information architecture. The design and integration of information spaces. Second edition, Morgan & Claypool Publishers, 2017