

Academic Year: (2023 / 2024)

Review date: 25-04-2023

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

OBJECTIVES

1. To know the principles and fundamentals of user center design.
2. Perform web and mobile application design tasks.
3. To elaborate documents derived from the use of different design methods.
4. Participation in discussions, regular class attendance and completion of assignments and quizzes associated with the subject.

DESCRIPTION OF CONTENTS: PROGRAMME

- 1.- Information architecture.
 - 1.1 Fundamentals of interface design.
 - 1.2 Related disciplines.
- 2.- User Experience UX.
 - 2.1 Elements and components.
 - 2.2 Tasks and professional fields.
- 3.- The creative process.
 - 3.1 User-centered design.
 - 3.2 Other design frameworks.
- 4.- The nature of user experience design.
 - 4.1 Methods and practical activities of the problem space.
 - 4.2 Methods and practical activities of the solution space.
- 5.- Flowcharts, maps, screen shots, prototypes.
 - 5.1 Ideation.
 - 5.2 Illustration and prototyping.

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.

PRACTICAL WORK (3 ECTS). Practical work carried out individually and/or in groups with contents related to design methods. Completion of assignments and answering questionnaires. Delivery of individual portfolio. It is highly recommended that students come provided in the course of this academic year with laptops or tablets configured and with access to the University network, before the start of the practical classes.

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

Continuous evaluation areas: Class attendance 10% of the final mark. Submission of an individual portfolio oriented towards a social good, where the student provides evidence of the tasks carried out in the practical classes. 50% of the final mark

Objective final exam, questionnaire type: 40% of the final grade.

It is mandatory to complete both evaluation tasks (portfolio + exam) to obtain the grade for the course. The final grade is summative: class assistance + portfolio grade + quiz grade = final grade.

The extraordinary call shall be governed by the provisions of the Regulations approved by the Governing Council on May 31, 2011, or the regulation that replaces it.

% end-of-term-examination:	40
% of continuous assessment (assignments, laboratory, practicals...):	60

BASIC BIBLIOGRAPHY

- Brown, Dan M. Communicationg design. Developing web site documentation for design and planning, New Riders, 2011
- Buxton, Bill Sketching user experience: getting the design right and the right design, Morgan Kaufmann, 2012
- Ding, Wei; Lin, Xia; Zarro, Michael Information architecture. The design and integration of information spaces. 2nd ed., Morgan and Claypool publishers, 2017
- Spencer, Donna A practical guide to information architecture. 2nd edition, UX Mastery, 2014