
Academic Year: (2024 / 2025)**Review date: 25-04-2024**

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. Create interaction designs using basic design concepts and best practices.
2. Follow a systematic process to design interactive products, starting from a design problem and ending with an interactive demo prototype..
3. Participate in and respond to constructive criticism of design work.
4. Communicate design concepts clearly and persuasively at multiple levels of refinement: concepts, requirements, scenarios, flows, screen shots, sketches, prototypes...

DESCRIPTION OF CONTENTS: PROGRAMME

1. Information architecture.
2. Design for people.
3. Content organisation.
4. Outlines and structures for content.
5. Navigation, orientation and signposting.
6. Navigation models and patterns.
7. Display design.
8. Heuristics and cognitive bias.
9. Methods practical activities in the problem space.
10. Methods and practical activities of solution space.

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 content related to design methods. Completion of assignments and answers to questionnaires. Presentation and delivery of a group 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

% end-of-term-examination:	30
% of continuous assessment (assignments, laboratory, practicals...):	70

Continuous assessment will be carried out by monitoring the skills and abilities developed by students, in accordance with the following criteria:

* Continuous assessment tasks:

Slide presentation and demonstration of the digital demo prototype with the digital design project developed collaboratively and as a group. It is suggested that it be in a project oriented for social good. We will use class activities, practicals and homework to advance the projects. Grading: 70% of the final grade (maximum 7 points).

* Delivery of the final group project report summarising the complete design. Grading: score 30% of the final grade (maximum 3 points).

It is compulsory to hand in both the digital demo prototype and the final project report in order to be graded in the subject with the final mark.

The final mark is summative. Continuous assessment tasks (maximum 7 points) + Final project report (maximum 3 points)= Final mark for the course: 10 points.

BASIC BIBLIOGRAPHY

- Brown, Dan M. Communication 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