

<b>COURSE NAME: Interactive Systems Design</b>	
<b>Degree: Ingeniería Informática</b>	<b>TERM: 2</b>

COURSE WEEKLY PLANNING							
WEEK	SESSION	CONTENT DESCRIPTION	GROUP		STUDENT'S WEEKLY WORK		
			BIG	SMALL	DESCRIPTION	CLASS HOURS	WORK HOURS
1	1	Course presentation. Introduction to Interaction Design (IxD); Human-Computer Interaction (HCI), User Experience (UX) and User-Centered Design (UCD).	x		Course presentation. First group activity: finding design problems and opportunities around.	1,66	4,66
1	2	Lab presentation, group assignment.		x	Group creation. Work group. Presentation of design problems/opportunities. Internal roles and responsibilities distribution within the project group.	1,66	
2	3	T1 – The interaction design process. HCI, IxD, usabilidad, UX, UCD.	x		Identification and relation of relevant concepts for the project. Applying concepts learnt in class to practical cases.	1,66	7
2	4	L1 - Web components and custom elements.		x	Work with lab material.	1,66	
3	5	T2 – Preliminary Investigation and field work. Better understanding users and the design space.	x		Investigation and field work. Contact with users. Data collection.	1,66	7
3	6	L2 - SCSS, databinding.		x	microLab 1. Study protocol design and data collection techniques.	1,66	
4	7	T3 – Field study analysis. Presentation of results.	x		Field study analysis. Extracting and presenting results.	1,66	7

4	8	L3 – TypeScript.		x	microLab 2. Analytical work.	1,66	
5	9	T4 – Starting the design process. From results to requirements and design drives.	x		Transformation of results into requirements and design drives.	1,66	7
5	10	L 4 - Angular Custom Components.		x	microLab 3. Requirements identification and development. Distinguishing different kinds of requirements.	1,66	
6	11	T5 – Designing and prototyping interaction. Sketches, wireframes, mockups, and prototypes.	x		Divergent design work. Generating diverse design concepts.	1,66	7
6	12	L5 – UI Design. Angular Material.		x	Work with lab material. Generative work for innovation and design.	1,66	
7	13	T6 – Affective, persuasive and motivating systems. Gamification and Playification.	x		Divergent design work. Generating motivating design concepts.	1,66	7
7	14	Directories.		x	microLab 4. Divergent design work: sketching. Convergent design work: critical analysis of design concepts.	1,66	
8	15	Project work supervision meeting.	x		Preparing for project work supervision meeting.	1,66	7
8	16	Access to database. Work with directories.		x	microLab 5. Design concept selection and iteration. Developing wireframes.	1,66	
9	17	Submission and defense P1 (Groups I).	x		Submission and defense P1 (Groups I).	1,66	7
9	18	Project work.		x	Project Work. Internal testing of wireframes. Wizard of Oz. Design iteration.	1,66	
10	19	Submission and defense P1 (Groups II).	x		Submission and defense P1 (Groups II).	1,66	7
10	20	Project work.		x	Project work. Internal prototype testing. Design iteration.	1,66	
11	21	T7 – Evaluating interactive systems. The evaluation process, types, methods and techniques.	x		Conducting evaluation studies.	1,66	7
11	22	Project work.		x	Project work. Study protocol design.	1,66	
12	23	Submission and defense of Motivation Work.	x		Submission and defense of Motivation Work.	1,66	7
12	24	Submission and defense P2 (Groups II).		x	Submission and defense P2 (Groups II).	1,66	
13	25	Submission and defense of Motivation Work.	x		Submission and defense of Motivation Work.	1,66	7
13	26	Submission and defense P3 (Groups II)		x	Submission and defense P3 (Groups II)	1,66	
14	27	Submission and defense P3 (Groups II)	x		Submission and defense P3 (Groups II)	1,66	7
14	28	Submission and defense P3 (Groups II).		x	Submission and defense P3 (Groups II)	1,66	

SUBTOTAL class and work HOURS	46,48	95,66
TOTAL learning HOURS.	142,14	

17	FINAL EXAM		Preparing for and doing final exam	3	10
SUBTOTAL exam				13	
TOTAL COURSE HOURS				155,14	