

General Information						
Course Code	ITEC424	Level/Year	7/4	Required (R) / Selected Elective (SE)		R
Credit Hours	Theory	2	Lab	1	Total	3
Prerequisites	ITEC321	Course Coordinator		Mr. Jorair Ahmad		
Corequisites	NIL	Track Leader		Dr. Siva Malar		
Course Description						
<p>This course aims to provide students with basic techniques and expertise to create and evaluate the design of interactive digital products, environments, systems, and services. It includes a study of interaction design for a variety of applications. The students will learn principles, patterns and process for interaction design, rapid prototyping, user interface (UI) and user experience (UX) design - skills that can be applied to desktop apps, web and mobile app development, game development, entertainment, and artistic performances.</p>						
Course Objectives: On completion of the course, the student will be able to:						
<ul style="list-style-type: none"> <li>Account for a holistic approach to the design of digital or digital artefacts</li> <li>Formulate user modelling for interaction design practice and construct creative teamwork.</li> <li>Develop strategies for well-behaved product design</li> <li>Design interactions for the desktop</li> <li>Apply interaction design strategies for web and mobile applications</li> <li>Evaluate various types of digital interface designs</li> </ul>						
Course Contents						
List of Topics					Weeks	
CH 1: Goals and Introduction of Interaction Design					1,2	
CH 2: The Processes of Interaction designs					3, 4	
CH 3: Interfaces					5, 6	
CH 4: Data gathering methods for interaction design					7, 8	
CH 5: Interaction design in practice					9, 10	
CH6: Introducing Evaluation methods for interaction design					11, 12	
CH7: Inspections, Analytics and models for interaction design					13, 14	
Textbook						
<ul style="list-style-type: none"> <li>Interaction Design: beyond human-computer interaction By Helen Sharp, Fifth Edition, John Wiley &amp; Sons, 2019, ISBN: 978-1-119-54725-9.</li> </ul>						
Reference Materials						

- Designing Interfaces: Patterns for Effective Interaction Design By Jenifer Tidwell, 3rd Edition, O'Reilly Media, 2020, ISBN 13: 9781492051961.
- The Fundamentals of Interactive Design By Michael Salmond, 1<sup>st</sup> Edition, AVA Publishing, 2013, ISBN 13:9782940447480.
- Basics Interactive Design: User Experience Design: Creating designs users really love By Allanwood, 1<sup>st</sup> Edition, Bloomsbury Publishing, 2014, ISBN 13: 9784520137453.

#### Course Learning Outcomes

CLO	Description	Mapped PI
CLO#01	<b>Summarize</b> the various types of interfaces, the goals of Interaction Design, and processes for designing interactive interfaces.	PI 1.1
CLO#02	<b>Demonstrate</b> different data collection techniques used for interface design.	PI 1.2
CLO#03	<b>Analyze</b> interaction designs through the application of diverse interaction design evaluation techniques.	PI 2.2
CLO#04	<b>Implement</b> User Experience (UX) models and prototypes to develop various interaction designs.	PI 6.2
CLO#05	<b>Demonstrate</b> the skills and strategies to design interfaces for Mobile and desktop applications.	PI 6.3
CLO#06	<b>Evaluate</b> the interface design by using various evaluation methods like Heuristic, etc.	PI 2.4

#### CLO-PI-SO Mapping

	SO-1	SO-2	SO-3	SO-4	SO-5	SO-6
CLO#01	PI 1.1	-	-	-	-	-
CLO#02	PI 1.2	-	-	-	-	-
CLO#03	-	PI 2.2	-	-	-	-
CLO#04	-	-	-	-	-	PI 6.2
CLO#05	-	-	-	-	-	PI 6.3
CLO#06	-	PI 2.4	-	-	-	-