

<b>Course Name</b>	<b>INTERACTION DESIGN</b>		<b>Course Code</b>	<b>ITEC424</b>		
<b>Credit Hours</b>	3	<b>Contact Hours</b>	Lec.	Lab	Total	
			2	2	4	
<b>Offered as</b>	<input type="checkbox"/> University Requirement <input type="checkbox"/> College Requirement <input checked="" type="checkbox"/> Program Requirement <input checked="" type="checkbox"/> Core <input type="checkbox"/> Elective <input checked="" type="checkbox"/> ITEC <input type="checkbox"/> COMP <input type="checkbox"/> CNET					
<b>Level</b>	7	<b>Prerequisite</b>	<b>ITEC321</b>			
<b>Course Description:</b>  The goal of this course is to provide students 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.						
<b>Upon completion, the student will be able to:</b> <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>						
<b>Assessment Methods</b>	<input checked="" type="checkbox"/> Midterm	15%	<input checked="" type="checkbox"/> Assignments	25%		
	<input checked="" type="checkbox"/> Final Lab Exam	20%	<input checked="" type="checkbox"/> Final Theory Exam	40%		
<b>Textbooks:</b> <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>						
<b>References:</b> <ul style="list-style-type: none"> <li>♦ The Fundamentals of Interactive Design By Michael Salmond, 1<sup>st</sup> Edition, AVA Publishing, 2013, ISBN 13: 9782940447480.</li> <li>♦ Basics Interactive Design: User Experience Design: Creating designs users really love By Allanwood, 1<sup>st</sup> Edition, Bloomsbury Publishing, 2014, ISBN 13: 9784520137453.</li> <li>♦ Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop By Fabio Staiano, 1<sup>st</sup> Edition, Packt Publishing, 2022, ISBN 13: 9781800564183.</li> <li>♦ Learn UX: Creating Great Products with Agile Teams By Jeff Gothelf, 3<sup>rd</sup> Edition, O'Reilly Media, 2021, ISBN 13: 9781098116309.</li> </ul>						