



Universitat de Lleida

DEGREE CURRICULUM
**DISSENY CENTRAT EN EL
USUARI**

Coordination: ANTONI GRANOLLERS SALTIVERI

Academic year 2013-14

Subject's general information

Subject name	DISSENY CENTRAT EN EL USUARI
Code	102026
Semester	2n Q Continuous Evaluation
Typology	Mandatory
ECTS credits	6
Theoretical credits	0
Practical credits	0
Coordination	ANTONI GRANOLLERS SALTIVERI
Department	Informàtica i Enginyeria Industrial
Important information on data processing	Consult this link for more information.
Language	English
Office and hour of attention	To offer best flexibility, I have no attention schedule. Students can contact direct to me by e-mail to arrange a meeting.

ANTONI GRANOLLERS SALTIVERI

Learning objectives

- Continuation and achievement of the knowledge acquired on "Human Computer Interaction" subject (2nd course)
- Deeping on the main concepts and methodologies that establish the User Centered Design methodology into Human-Computer Interaction discipline.
- Special emphasis on the main techniques that enable system designers to follow UCD methodologies for developing interactive systems and User Interfaces
- The subject will be mainly PRACTICAL

Subject contents

- Introduction
- Interviews & surveys
- User profiles
- Information Architecture
- Task Analysis
- Interaction Patterns
- Multiculturality & Internacionalitization
- Launch

Methodology

The course is developed as follows:

- There are **no grupos**, that means that all the classes are carried on with the same students.
- The course is divided in a series of topics related with UCD techniques.
- Each topic will be presented by the teacher, then the students (individually or in pairs) will work on this technique.
- At the end of every topic every student or pair will present to the rest what tehy have done, enabling a discussion.
- Every topic will spend 3-4 two-hour classes (see the schedule)
- A project idea will be delivered at the beginning to provide the same scenario to work on.

Development plan

Grau en Enginyeria Informàtica (UdL) course 2013-14 User Centered Design		
week 1	13 Feb	Explanation of the subject and UCD review
week 1	14 Feb	Interviews & surveys
week 2	20 Feb	Interviews & surveys
week 2	21 Feb	Interviews & surveys
week 3	27 Feb	Interviews & surveys: Presentation of results User Profiles
week 3	28 Feb	User Profiles
week 4	06 Mar	
week 4	07 Mar	User Profiles: Presentation of results - Information Architecture
week 5	13 Mar	Information Architecture
week 5	14 Mar	Information Architecture
week 6	20 Mar	Information Architecture
week 6	21 Mar	Information Architecture: Presentation of results - Task Analysis
week 7	27 Mar	Task Analysis
week 7	28 Mar	Task Analysis
week 8	03 Apr	Task Analysis
week 8	04 Apr	Task Analysis: Presentation of Results
week 9	Week of Evaluation Activities (1rst partial exam)	
Easter		
week 10	24 Apr	
week 10	25 Apr	Interaction Design Patterns
week 11	01 May	
week 11	02 May	Interaction Design Patterns
week 12	08 May	Interaction Design Patterns
week 12	09 May	Interaction Design Patterns: Presentation of results
week 13	15 May	Multiculturality & Internationalization
week 13	16 May	Multiculturality & Internationalization
week 14	22 May	Multiculturality & Internationalization
week 14	23 May	Multiculturality & Internationalization: Presentation of results
week 15	29 May	Launch (this part may change)
week 15	30 May	Launch (this part may change)

Evaluation

(60% final mark) 7 activities (individual or in pairs):

1. Interviews & surveys (10%)
2. User profiles (10%)
3. Information Architecture (10%)
4. Task Analysis (10%)
5. Interaction Patterns (10%)
6. Multiculturality & Internacionalitzation (5%)
7. Launch (5%)

(20% final mark) 1st partial exam

(20% final mark) 2nd partial exam

IMPORTANT:

- Each activity with less than 3 must be re-submitted
 - 2.9 is not 3
 - Not Presented = 0
- Every single activity **ONLY** can be presented **TWICE**
- If the average of the two written exams is <5 ==> recovery exam
- Recovery Exam
 - Everything goes on it
 - Minimum mark = 5
 - 40% final mark

Bibliography

- **Webs**
 - <http://www.interaction-design.org/books/hci.html>
 - <http://www.grihotools.udl.cat/mpiuu>
- **Books**
 - **Understanding Your Users. A practical guide to user requirements** by C. Courage & K. Baxter. Elsevier (2005)
 - **Human-Computer Interaction** (3rd Edition) by Alan Dix, Janet E. Finlay, Gregory D. Abowd and Russell Beale (Dec 20, 2003)
 - **Designing Interactions** by Bill Moggridge (October 1, 2007. ISBN-10: 0262134748)
 - **100 Things Every Designer Needs to Know About People** (Voices That Matter) by Susan Weinschenk (April 24, 2011). ISBN-10: 0321767535
 - **Designing Interfaces** by Jenifer Tidwell (January 6, 2011). ISBN-10: 1449379702
 - **User-Centered Design: A Developer's Guide to Building User-Friendly Applications** by Travis Lowdermilk (April 11, 2013)