



Universitat de Lleida

# DEGREE CURRICULUM **INTERACTION DESIGN**

Coordination: GIL IRANZO, ROSA MARIA

Academic year 2022-23

## Subject's general information

<b>Subject name</b>	INTERACTION DESIGN			
<b>Code</b>	102179			
<b>Semester</b>	2nd Q(SEMESTER) CONTINUED EVALUATION			
<b>Typology</b>	<b>Degree</b>	<b>Course</b>	<b>Character</b>	<b>Modality</b>
	Bachelor's Degree in Digital Design and Creative Tehcnologies	1	COMMON/CORE	Attendance-based
<b>Course number of credits (ECTS)</b>	6			
<b>Type of activity, credits, and groups</b>	<b>Activity type</b>	PRALAB		TEORIA
	<b>Number of credits</b>	3		3
	<b>Number of groups</b>	2		1
<b>Coordination</b>	GIL IRANZO, ROSA MARIA			
<b>Department</b>	COMPUTER SCIENCE AND INDUSTRIAL ENGINEERING			
<b>Important information on data processing</b>	Consult <a href="#">this link</a> for more information.			
<b>Language</b>	Castellà/Català/Anglès			

Teaching staff	E-mail addresses	Credits taught by teacher	Office and hour of attention
FRIZ RODRIGUEZ, FRANCO IGNACIO	franco.friz@udl.cat	6	
GIL IRANZO, ROSA MARIA	rosamaria.gil@udl.cat	3	

## Subject's extra information

### Learning objectives

Understand the model and the need for **UCD**

Know how to structure and realise a **UX** project

Acquire knowledge of **Prototyping**

The user interacts in a **Simple, Intuitive and Objective** way.

### Competences

#### Skills:

##### Basic

**CB1.** That students have been shown to have knowledge and skills in a study that is part of the foundation of general secondary education as you will be at a level that approaches advanced textbooks also includes some aspects that involve knowledge from the 'vanguard of his field of study

##### Generic

**CG2.** Ability to solve communication problems, knowing and identifying the different phases of digital design  
**CG3.** Ability to respond to contexts specific to digital environments  
 Recognition of physical, cognitive, cultural and social factors that frame decisions

**CG5.** Ability to design and evaluate systems that guarantee specific accessibility and usability

##### Specific

**CE8.** Ability to create and exploit virtual worlds, and to create, manage and distribute multimedia content

**CE10.** Prototyping an interactive system from a Transversal design

##### Transversal

**CT3.** Acquire training in the use of new technologies and information and communication technologies

**CT6.** Apply the gender perspective to the tasks of the professional field

## Subject contents

### 1. Introduction to Interaction Design

UX & UI

Interaction Design

The 5 dimensions of IxD

### 2. Introduction to UX elements

UX environment

Understanding the elements described by *J.J.Garrett*

### 3. E1, Strategy

Briefing

Heuristic Analysis

### 4. E2, Scope

Guerrilla Test

BrainStorming

Interview with the client

### 5. E3, Structure

Card Sorting

Focus Group

### 6. E4, Skeleton

Sketches & StoryBoard

UserFlow

Wireframes

### 7. E5, Surface

MoodBoard & Emotional Design

Design System

MockUp & Prototyping

## Methodology

### Teaching methodologies:

1. Lectures

3. Practicals

4. Group work

## Development plan

### Academic weeks

#### 1st Week

Presentation of the Course and Introduction to Interaction Design

#### 2nd Week

Presentation of UX elements

#### 3rd Week

E1 Strategy, Briefing & Heuristic Analysis (Presentation P1)

#### 4th Week

E1, Continuation of Heuristic Analysis

#### 5th Week

E2 Scope, Guerrilla Test (**Delivery P1**, Presentation P2)

#### 6th Week

E2, Continuation Guerrilla Test & BrainStorming

#### 7th Week

E2, Interview with the Client (Discussion with group 1)

#### 8th Week

E3 Structure, CardSorting & Focus Group (**Delivery P2**)

#### 9th Week

Partial exams

#### 10th Week

E4 Skeleton, Sketches, StoryBoard, UserFlow & Wireframes (Presentation of the Design environment)

#### 11th Week

E5 Surface, MoodBoard & Emotional Design (Presentation P3, individual)

#### 12th Week

E5, Design System, MockUp & Prototyping

#### 13th Week

E5, Continuation and Presentation P4-P5 (**Delivery P3**) (Discussion with group 2)

#### 14th Week

Presentation and documentation of a Product (Continuation of Prototyping)

#### 15th Week

Consultations on Documentation and Presentation (P4-P5)

**16th Week**

Exams (Submission of Documentation and Presentation in front of the Jury)

**Evaluation**

Nº	Evaluation systems		Ponderation
P1	Context and content study		16%
P2	Requirements		16%
P3	MoodBoard & Emotional Design		16%
P4	Documentation		20%
P5	Presentation		20%

## Additional information

- No mid-term exams
- All group members will participate in individual assessment (**12% rubric**).
- All members must be able to present any point of the project.
- Practicals with a grade <5 must be resubmitted (1 more attempt)

**Bibliography****Webs**, referenced and/or complementary

*Granollers, Toni.* , Curso de Interacción Persona-Ordenador, [link](#)

Nielsen Jakob & NNGroup. , 10 Usability Heuristics for UI Design, [link](#)

*ID Foundation.* , The 5 dimensions of interacion design, [link](#)

**Books**, referenced and/or complementary

*Rizo Casado, Esther.* , Más que diseño de Experiencia (UX), [ESIC], (2021)

*Kolko Jon.*, Thoughts on Interaction Design, [MK], (2011)

*Garrett Jesse, James.* , Elements of User Experiencie, [Voices that matter], (2010)

*Granollers, Toni. Lorés, Jesús, Cañas, José.* , Diseño de sistemas interactivos centrados en el usuario, [Ed. UOC], (2005)

*Krug, Steve.* , Don't make me think! A common sense approach to web usability, [Prentice Hall], (2001)