DEGREE CURRICULUM
INTERACTION DESIGN

Coordination: GIL IRANZO, ROSA MARIA

Academic year 2022-23

Subject's general information

Subject name	INTERACTION DESIGN
Code	102179
Semester	2nd Q(SEMESTER) CONTINUED EVALUATION

Typology	Degree	Course	Character	Modality
	Bachelor's Degree in Digital Design and Creative Tehcnologies	1	COMMON/CORE	Attendance-based

Course number of credits (ECTS)	6

Type of activity, credits, and groups	Activity type	PRALAB	TEORIA
	Number of credits	3	3
	Number of groups	2	1

Coordination	GIL IRANZO, ROSA MARIA
Department	COMPUTER SCIENCE AND INDUSTRIAL ENGINEERING
Important information on data processing	Consult this link for more information.
Language	Castellà/Català/Anglès

INTERACTION DESIGN 2022-23

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

Wirefames

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 & BrainStroming

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, MoodBoad & 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)