



Universitat de Lleida

DEGREE CURRICULUM **USER EXPERIENCE**

Coordination: SAYAGO BARRANTES, SERGIO

Academic year 2023-24

Subject's general information

Subject name	USER EXPERIENCE			
Code	102383			
Semester	2nd Q(SEMESTER) CONTINUED EVALUATION			
Typology	Degree	Course	Character	Modality
	Bachelor's degree in Digital Interaction and Computing Techniques	2	COMPULSORY	Attendance-based
Course number of credits (ECTS)	6			
Type of activity, credits, and groups	Query has returned no results			
Coordination	SAYAGO BARRANTES, SERGIO			
Department	COMPUTER ENGINEERING AND DIGITAL DESIGN			
Teaching load distribution between lectures and independent student work	<p>According to the academic framework of bachelor's degrees of the EPS:</p> <ul style="list-style-type: none"> - 1 ECTS = 25 hours; 6 ECTS = 150 hours - 40% (60h) of in-class work and 60% (90h) of autonomous work <p>This distribution of hours in this course is as follows:</p> <ul style="list-style-type: none"> - In-class work: theory (28h) + laboratories (28h) = 56h + 4 hours of exams = 60h - Independent student's work: project (65h) + study (25h) = 90h 			
Important information on data processing	Consult this link for more information.			
Language	Spanish (materials), Catalan / Spanish (in the classroom)			
Distribution of credits	See type of activity, credits, and groups			

Teaching staff	E-mail addresses	Credits taught by teacher	Office and hour of attention
SAYAGO BARRANTES, SERGIO	sergio.sayago@udl.cat	0	

Subject's extra information

User Experience deals with instrumental and non-instrumental aspects of technology use. User Experience is a mandatory course of 6 ECTS. User Experience is held during the second semester of the second year of the Bachelor's degree in Digital Interaction and Computing Techniques (GTIDIC).

GTIDIC aims to train qualified professionals in the computing field with a very practical side, giving special emphasis to the design and implementation of interactive applications. The graduates will acquire solid programming knowledge, focusing on mobile and web applications, Internet technologies, administration tools and security systems, and interface design and development.

User Experience follows up on Interaction and Usability, which provides students with an introduction to Human-Computer Interaction. The main aim of User Experience is to train qualified professionals in the field of UX Research (and also *UX Writer*). To achieve this objective, this course is conducted within the context of an agile software development integrated project, which is carried out in four courses: Innovation, Mobile Development, and Specification and Analysis of Interactive Systems.

Freely available software will be used in this course, such as Figma (free pricing option).

Learning objectives

1. To consolidate the development of interactive systems by following a User Centred Design methodology
2. To be able to apply techniques of participatory design at early phases of systems development
3. To understand and create user profiles related to an interactive system
4. To design the Information Architecture of an interactive system
5. To be able to apply interaction patterns while designing user interfaces
6. To be able to evaluate the usability and user experience of interactive systems

Competences

According to the table of competences of the GTIDIC (<https://ja.cat/zvyK4>):

Basic competences

CB3. That students have the ability to gather and interpret relevant data (usually within their area of study) to make judgments that include a reflection on relevant social, scientific or ethical issues.

Transversal competences

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

General competences

CG1. Capacity to conceive, plan and develop projects in the field of ICT

CG2. Capacity to design, develop, evaluate and ensure the accessibility, ergonomics, usability and security of

computer systems

CG4. Capacity to use software engineering methods in the development of interactive computer applications.

CG9. Capacity to analyze and synthesize

Specific competences

CE3. Basic knowledge of the use and programming of computers, operating systems and databases, and their use in the development of interactive applications.

CE6. Capacity to design, develop, select and evaluate applications and computer systems, ensuring its reliability, security and quality.

CE10. Capacity to analyse, design, build and maintain safe and efficient applications, choosing the most suitable paradigm and programming languages.

CE13. Knowledge and application of the characteristics, functionalities and structure of the databases, that allow their suitable use, and the design and the analysis and implementation of interactive applications based on them.

CE15. Knowledge and application of the principles, methodologies and life cycles of software engineering

CE16. Capacity to design and evaluate person-computer interfaces that guarantee the usability of systems, services and computer applications

CE25. Being able to analyze, organize, label and visualize the structure that defines the interaction with digital content, through the application of information architecture methods, techniques and tools that facilitate accessibility

CE26. Knowing how to apply the principles and standards of accessibility and universal design of the main digital products and services to design experiences that guarantee equal opportunities among their users.

Subject contents

- Participatory techniques
- User profiles
- Interactive prototyping
- Fundamentals of Information Architecture
- Interaction patterns

Methodology

This subject is offered in exam mode only in this course and without scheduled classes

Methodology	Theory	Laboratories	Independent student's work
Lectures	X		
Integrated project in laboratories		X	
Readings (integrated project and lectures)			X
Integrated project (at home)			X
Study (exams)			X

Integrated project

The laboratories are carried out within the context of an integrated project. This project is conducted in four courses: Innovation, Mobile Development, Specification and Analysis of Interactive Systems, and this course.

The integrated project aims to have students work in an agile software development project, which is designed to set up an start-up by designing and developing an mobile app. The project also aims to enable students to develop important skills and competences, such as being able to work in teams, present ideas in public, and team organization.

Development plan

Week	Dates	Theory	Laboratories	Comments
1	07 February - 8 February	T1. T2.	P1	
2	14 February - 15 February	T3.	P1 (cont.)	
3	21 February - 22 February	T4.	P2	Submission P1 until 26 February 23.55
4	28 February - 1 March	T4 (cont.)	P2 (cont.)	
5	07 March - 08 March	T5. T6 -	P3.	Submission P2 until 12 March 23.55
6	14 March - 15 March	T5/T6 (cont)	P3 (cont.)	
7	21 March - 22 March	Mock-up exam	P4.	Submission P3 until 26 March 23.55
8	28 March - 29 March	EXAMS	EXAMS	
9	11 April - 12 April	DAY OFF	P4 (cont.)	
10	18 April - 19 April	T7.	P5	Submission P4 until 23 April 23.55
11	25 April - 26 April	P5 (cont.)	P5 (cont.)	
12	02 May - 03 May	P6.	P6 (cont.)	Submission P5 until 7 May 23.55
13	09 May - 10 May	T8.	P6 (cont.)	
14	16 May - 17 May	T9.	P7.	Submission P6 until 21 May 23.55
15	23 May - 24 May	P7 (cont.)	P7 (cont.)	Submission P7 until 28 May 23.55
16	29 May - 30 May	EXAMS + RE-TAKES		

Evaluation

Theory grade: 50%

- First partial: 25%

- Second semester: 25%

Practice grade: 50%

- Internships: 50%

Recoveries

- If theory grade <5, final written exam

- If practice grade <5, final written exam

Bibliography

[Contextual design : design for life / Karen Holtzblatt, Hugh Beyer](#)

[The Design of everyday things / Don Norman](#)

[Designing interactions / Bill Moggridge](#)

[Designing the user interface : strategies for effective human-computer interaction / Shneiderman, Plaisant, Cohen, Jacobs, Elmqvist](#)

[Experience design : technology for all the right reasons / Marc Hassenzahl](#)

[The human-computer interaction handbook : fundamentals, evolving technologies, and emerging applications / edited by Julie A. Jacko](#)

[Interaction design : beyond human-computer interaction / Helen Sharp, Jennifer Preece, and Yvonne Rogers](#)

[Studies in conversational UX design / de Robert J. Moore, Margaret H. Szymanski, Raphael Arar, Guang-Jie Ren](#)

[The Conversational Interface Talking to Smart Devices Michael McTear, Zoraida Callejas, David Griol](#)

[Wired for speech : how voice activates and advances the human-computer relationship / Clifford Nass and Scott Brave](#)

[Research methods in human-computer interaction / Jonathan Lazar, Jinjuan Heidi Feng, Harry Hochheiser](#)

[Information architecture : for the web and beyond / Louis Rosenfeld, Peter Morville, and Jorge Arango](#)