30258 - "User-Centred Design; Design for Multimedia"

Syllabus Information

Academic Year: 2020/21
Subject: 30258 - "User-Centred Design; Design for Multimedia"
Faculty / School: 110 - Escuela de Ingeniería y Arquitectura
326 - Escuela Universitaria Politécnica de Teruel
Degree: 443 - Bachelor's Degree in Informatics Engineering
           439 - Bachelor's Degree in Informatics Engineering
ECTS: 6.0
Year: 4
Semester: 439 - Second semester
439 - Second semester
439 - Second semester
439 - Second semester
439 - Second semester
443 - Second semester
443 - Second semester
Subject Type: ---
Module: ---

1.General information

1.1.Aims of the course

1.2.Context and importance of this course in the degree

1.3.Recommendations to take this course

2.Learning goals

2.1.Competences

2.2.Learning goals

2.3.Importance of learning goals

3.Assessment (1st and 2nd call)

3.1.Assessment tasks (description of tasks, marking system and assessment criteria)

4.Methodology, learning tasks, syllabus and resources

4.1.Methodological overview

The methodology followed in this course is oriented towards the achievement of the learning objectives. A wide range of teaching and learning tasks are implemented such as:

- Continuous study and work, starting from the first day.
- The learning of concepts and methodologies for the analysis and design of user interfaces during the lectures, in which the students' participation will be fostered.
- In the practical classes, the student will review use cases and will learn the technologies needed to develop user interfaces in different platforms.
- Group work will be carried out by developing a project proposed by the teachers.

4.2.Learning tasks

The course includes the following learning tasks:
- In lectures, the program of the subject will be developed.
- The practical sessions will be carried out in a computer laboratory. In each session, the student will have to put into practice the activities previously programmed.
- Students will complete assignments, problems and exercises related to concepts seen in practical sessions and lectures.

4.3.Syllabus

The course will address the following topics:
- Definition and basis of User-Centered Design (UCD).
- Elements for the development of user interfaces for websites and multimedia applications. Compression, quality, and formats for multimedia and web.
- Management of projects of web systems and multimedia development following the principles of UCD.
- Techniques of analysis for UCD.
- Principles of design for the development of user-centered solutions.
- User-centered evaluation methods.
- Usability and accessibility: Guidelines and rules.
- Advanced interfaces: ubiquitous, tangible, natural, sensorial and multimodal interfaces.
- Applications.

4.4.Course planning and calendar

The planning of classroom teaching and the presentation of works will be adjusted to the general schedule established by the University of Zaragoza and the corresponding centers.

4.5.Bibliography and recommended resources

- Zaragoza:

http://psfunizar7.unizar.es/br13/egAsignaturas.php?codigo=30258&Identificador=14722
- Teruel:

http://psfunizar7.unizar.es/br13/egAsignaturas.php?codigo=30258&Identificador=13630