

Academic Year/course: 2022/23

62950 - Digital interaction design

Syllabus Information

Academic Year: 2022/23

Subject: 62950 - Digital interaction design

Faculty / School: 110 - Escuela de Ingeniería y Arquitectura

Degree: 562 - Master's in Product Development Engineering

ECTS: 4.5

Year: 1

Semester: Second semester

Subject Type: Optional

Module:

1. General information

2. Learning goals

3. Assessment (1st and 2nd call)

4. Methodology, learning tasks, syllabus and resources

4.1. Methodological overview

The methodology followed in this course is oriented towards achievement of the learning objectives. Lectures will introduce concepts and tools that will be used and contextualize the group work. In this assignment, students will design the user interface and all the interaction process of a digital device.

4.2. Learning tasks

The course (4.5 ECTS: 112.5 hours) includes the following learning tasks:

- Lectures and problem-solving (30 hours).
- Practice session (22.5 hours).
- Group assignment (51 hours).
- Autonomous work and study (6 hours).
- Assessment (3 hours).

4.3. Syllabus

The course will address the following topics:

1. Introduction to digital environments and mobile devices.
2. Design process for digital interaction.
3. Responsive design and adaptive design.
4. Design principles for specific elements in digital interfaces.
5. Technologies for the design of digital interfaces.
6. Tools for the evaluation of digital interaction.
7. Accessibility of digital systems.

4.4. Course planning and calendar

Further information concerning the timetable, classroom, office hours, assessment dates and other details regarding this course, will be provided on the first day of class or please refer to the EINA website.

4.5. Bibliography and recommended resources

<http://psfunizar10.unizar.es/br13/egAsignaturas.php?id=10265>