Academic Year/course: 2023/24

62950 - Digital interaction design

Syllabus Information

Academic year: 2023/24
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

Users are increasingly interacting with more and more digital products. These products have special characteristics (use of screens, tactile nature, etc.) that make the interaction process between a product of these characteristics and a user very different from that between a user and an "analog" product. This subject is intended to complete the training of future design professionals interested in increasing their skills in the design of interfaces knowing the specific tools and procedures for digital products.

These approaches and objectives are aligned with some of the Sustainable Development Goals, SDGs, of the 2030 Agenda(https://www.un.org/sustainabledevelopment/es/): Goals 1 (Objective 1.4), 5 (Objective 5.b), 8 (Objective 8.2) and 9 (Objective 9.c).

2. Learning results

- To know the relationship between graphic or visual design and interaction design, and be able to apply the former in digital interaction processes.
- To be able to apply methodologies, techniques and tools specific to the digital interaction project.
- To know the requirements and conditions that apply to the interaction design process for mobile and electronic devices.
- To know the regulations and standards related to the design of interactive digital interfaces.
- To know the technologies, standards and principles that ensure the accessibility of interactive digital systems.

3. Syllabus

- Introduction to the digital environment and mobile devices.
- Digital interaction design process.
- Design principles of the specific elements of digital interfaces.
- Technology for the design of digital interfaces.
- Specific evaluation tools for digital interaction.
- Accessibility of digital systems.

4. Academic activities

- Theoretical class, problem solving and case studies (30 hours)
- Practical sessions: (22,5 hours)
- Practical application or research work (51 hours)
- Theory study (6 hours)
- Assessment tests (3 hours)

5. Assessment system

The assessment system will be the same for all the sessions of the subject. The assessment of the subject will be 100% practical. There will be one or more assignments during the academic year and their percentage contribution to the total grade will depend on their complexity.

In these projects, the student must demonstrate that they has achieved the learning outcomes.

In accordance with the regulations of the University of Zaragoza, in the subjects that have continuous or gradual evaluation systems, a global evaluation test will also be scheduled for those students who opt for the latter system.