

## SAMPLE COURSE OUTLINE

### Course Code, Number, and Title:

WMDD 4925: Advanced User Experience Design

### Course Format:

[Course format may vary by instructor. The typical course format would be:]

Lecture 3 h + Seminar 0 h + Lab 2 h

**Credits:** 3

**Transfer credit:** For information, visit [bctransferguide.ca](http://bctransferguide.ca)

### Course Description, Prerequisites, Corequisites:

A continuation of the Introduction to User Experience course. In-depth examination of human abilities (mental models, cognitive resources, and sensory processing). Building functional prototypes and evaluating them using a wide variety of methods, including observations, interviews, questionnaires, and videos.

Prerequisites: WMDD 4825 with a minimum grade of C

*Registration in this course is restricted to students admitted to the Post-Degree Diploma in Web and Mobile App Design and Development.*

### Learning Outcomes:

Upon successful completion of this course, students will be able to:

- Critique user interface designs guided by well-known usability heuristics
- Create interactive/functional prototypes using a variety of tools
- Create surveys and interview questions to aid the evaluation of user interfaces
- Run a controlled experiment and perform quantitative data analysis
- Use video to capture a user's behavior while operating an interface

**Instructor(s):** TBA

**Office:** TBA      **Phone:** 604 323 XXXX      **Email:** TBA

**Office Hours:** TBA

## **Textbook and Course Materials:**

[Textbook selection may vary by instructor. An example of texts and course materials for this course might be:]

Johnson, Jeff. "Designing with the Mind in Mind: Simple Guide to Understanding User Interface Design Rules". Morgan Kaufmann.

Krug, Steve. "Don't make me think, revisited: A common sense approach to web usability". New Riders.

Weinshenk, Susan. "100 things every designer needs to know about people". New Riders. 2011.

Note: *This course may use an electronic (online) instructional resource that is located outside of Canada for mandatory graded class work. You may be required to enter personal information, such as your name and email address, to log in to this resource. This means that your personal information could be stored on servers located outside of Canada and may be accessed by U.S. authorities, subject to federal laws. Where possible, you may log in with an email pseudonym as long as you provide the pseudonym to me so I can identify you when reviewing your class work.*

## **Assessments and Weighting:**

**Final Exam** 20%

**Other Assessments %**

(An example of other assessments might be:) %

Midterm Exam: 20%

Assignments: 40%

Project: 20%

Proportion of individual and group work:

Individual: 40%

Group: 60%

**Grading System:** Letter grade

Specific grading schemes will be detailed in each course section outline.

Passing grade: C

## **Topics Covered:**

[Topics covered may vary by instructor. An example of topics covered might be:]

- Human abilities: mental models, cognitive resources, sensory processing (visual, aural, and haptic)
- Build interactive/functional prototypes for testing purposes
- UI Evaluation methods: Observations, interviews, questionnaires, videos, etc.

*This generic outline is for planning purposes only.*

- Apply Gestalt principles to UI design
- Information Architecture and Taxonomy

As a student at Langara, you are responsible for familiarizing yourself and complying with the following policies:

**College Policies:**

[E1003 - Student Code of Conduct](#)

[F1004 - Code of Academic Conduct](#)

[E2008 - Academic Standing - Academic Probation and Academic Suspension](#)

[E2006 - Appeal of Final Grade](#)

[F1002 - Concerns about Instruction](#)

[E2011 - Withdrawal from Courses](#)

**Departmental/Course Policies:**

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