

SAMPLE COURSE OUTLINE

Course Code, Number, and Title:

WMDD 4825: Introduction to 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

Course Description, Prerequisites, Corequisites:

The principles of user experience (UX) design will be explored and utilized. Information architecture, user research, interaction design, usability testing, wireframes, prototyping and evaluation concepts are examined in this course.

Prerequisites: Admission into the Web and Mobile App Design and Development program or with assessment and permission from the coordinator.

Registration restricted to students admitted to the PDD in Web and Mobile App Design and Development program

Learning Outcomes:

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

The principles of user experience (UX) design will be explored and utilized. Information architecture, user research, interaction design, usability testing, wireframes, prototyping and evaluation concepts are examined in this course.

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:]

Stone, et al. "User Interface Design and Evaluation". San Francisco. Morgan Kaufman.

Norman, D. "The Design of Everyday Things". New York. Basic Books.

Tidwell, J. "Designing Interfaces". Sebastapol. O'Reilly Media.

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: 15%

Quizzes/Tests: 10%

Assignments: 40%

Project: 15%

Proportion of individual and group work:

Individual: 70%

Group: 30%

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:]

- Requirements gathering – determining what to gather
- Finding out about users and their behaviours
 - Empathy maps and personas
- Finding out about task structures and workflows
 - Use cases and scenarios

This generic outline is for planning purposes only.

- Basic user interface design principles
 - Visibility, affordance, feedback, accessibility, usability
- Methods of turning requirements into prototypes
- Determining design rationale
 - Mental models, metaphors, style guides
- Organizing various types of content both aesthetically and functionally
- Interface evaluation strategies
- Collecting and analyzing evaluation data

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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