Instructional Media Interaction Design

Course Title: Instructional Media Interaction Design					
Course Code: CIE62020	**Student Workload:** 8.50 Hours/ Weeks	**Credits:** 3 Credits (4.50 ECTS)	**Semester:** 4th Semester	**Frequency:** Even Semester	**Duration:** 16 Weeks/ Semester (*Lecture and practical work*: 14 weeks; *Midterm assessment*: 1 week; *Final assessment*: 1 week)

1	**Types of Courses:** Technological Knowledge Course	**Contact Hours:** *Lecturing*: 1.67 Hours/ Week; *Practical Work*: 2.83 Hours/ Week	**Independent Study:** *Self-study:* 2.00 Hours/ Week; *Structured Assignment*: 2.00 Hours/ Week	**Class Size:** 40 Students
2	**Prerequisites for Participation** (If Applicable): -			
3	**Learning Outcomes:** 1. M1: Able to master the basic concepts of various approaches, methods and techniques in user experience design to make the right decisions in designing learning media (ILO-1) (0,2); (ILO-6) (0,1) 2. M2: Able to identify user experience problems and needs, propose, design and realize solutions in the form of learning media designs, and evaluate the success of solutions (ILO-6) (0,2); (ILO-8) (0,3) 3. M3: Able to work with a team with full responsibility in working on learning media interaction design projects (ILO-10) (0,1); (ILO-12) (0,1)			
4	**Subject aims/Content:** At the end of the course, students are expected: 1. L1: Able to know the various approaches, methods and techniques in user experience design and understand the advantages of each approach and technique (M1). 2. L2: Able to choose the most appropriate user experience design approach, method, and technique to be applied according to organizational conditions (M1). 3. L3: Able to apply user experience design approaches, methods and techniques appropriately and systematically to design interactions in learning media (M1). 4. L4: Able to research and analyse user experience problems and needs in learning media (M2). 5. L5: Able to propose, design, and realize user experience solutions for appropriate and innovative learning media according to the needs and conditions of users, students, or stakeholders (M2). 6. L6: Able to evaluate the user experience on learning media by applying appropriate and systematic methods (M2). 7. L7: Able to evaluate the user experience on learning media by applying appropriate and systematic methods (M2). 8. L8: Students demonstrate the ability to work in teams on learning media interaction design projects (M3). 9. L9: Able to demonstrate a responsible attitude in working on a project (M3).			
5	**Teaching Methods:** Lecturing, Group Discussion, Project-Based Learning			
6	**Assessment Methods:** Essay, performance test, anecdotal record/logbook, product assessment			
7	**This Course is Used in The Following Study Programme/s as Well:** -			
8	**Responsibility for Course:** 1. Retno Indah Rokhmawati, S.Pd., M.Pd.			

	2. Hanifah Muslimah Az-Zahra, S.Sn., M.Ds. 3. Wibisono Sukmo Wardhono, S.T., M.T.
9	**Other Information:** Bibliography: 1. L. Glomann, "Introducing 'Human-Centered Agile Workflow' (HCAW) – An Agile Conception and Development Process Model," 2018, pp. 646–655. 2. "ISO - ISO 9241-210:2010 - Ergonomics of human-system interaction — Part 210: Humancentred design for interactive systems." [Online]. Available: https://www.iso.org/standard/52075.html. 3. J. Gothelf, Lean Vs. Agile Vs. Design Thinking: What You Really Need to Know to Build HighPerforming Digital Product Teams. Sense & Respond Press, 2017. 4. J. Knapp, J. Zeratsky, and B. Kowitz, Sprint: How to Solve Big Problems and Test New Ideas in Just Five Days. Simon & Schuster, 2016. 5. A. Harley, "Personas Make Users Memorable for Product Team Members," 2015. [Online]. Available: https://www.nngroup.com/articles/persona/ 6. S. Gibbons, "Empathy Mapping: The First Step in Design Thinking," 14-Jan-2018. [Online]. Available: https://www.nngroup.com/articles/empathy-mapping/. 7. S. Gibbons, "Journey Mapping 101," 2018. [Online]. Available: https://www.nngroup.com/articles/journey-mapping-101/ 8. A. Harley, "Ideation for Everyday Design Challenges," 15-Jan-2017. [Online]. Available: https://www.nngroup.com/articles/ux-ideation/. 9. C. Rohrer, "When to Use Which User-Experience Research Methods," Nielsen Norman Group, 2014. [Online]. Available: https://www.nngroup.com/articles/which-ux-research-methods/