

<b>User Interface Design Fundamental</b>					
<b>Course Code</b> CIS61009	<b>Student Workload</b> 90 hours	<b>Credits</b> (according to ECTS) 4.5	<b>Semester</b> Sem. 2	<b>Frequency</b> each even-semester	<b>Duration</b> 16 meetings
<b>1</b>	<b>Types of courses</b> <i>Compulsory (study programme level)</i>	<b>contact hours</b> 63 hours	<b>independent study</b> 27 hours	<b>class size</b> 40 students	
<b>2</b>	<b>Prerequisites for participation</b> -				
<b>3</b>	<b>Learning outcomes</b> IS-ILO-1 Graduates are expected to be able to design, build, operate, and evaluate information systems in organizations to align with organizational needs and to produce technological solutions for organizations.				
<b>4</b>	<b>Subject aims</b> <ul style="list-style-type: none"> <li>• Students are able to master theoretical concepts related to user interface design and being able to apply them appropriately in user interface design to support problem solving.</li> <li>• Students are able to master the knowledge and ability to develop front-end by utilizing the latest technology to support problem solving.</li> <li>• Students are able to design user interfaces and develop front-ends for the information systems requirements of an organization.</li> <li>• Students are able to develop creativity in the design and development of user interfaces by considering human factors and organizational context.</li> </ul>				
<b>5</b>	<b>Teaching methods</b> Lectures, case study, class discussion, presentation				
<b>6</b>	<b>Assessment methods</b> Assignment, mid-term examination, end-term examination, project evaluation, practical-skill assessment				
<b>7</b>	<b>This module is used in the following degree programs as well</b>				
<b>8</b>	<b>Responsibility for module</b>				
<b>9</b>	<b>Other information</b> <ol style="list-style-type: none"> <li>1. S. Weinschenk, 100 MORE Things Every Designer Needs to Know About People. Pearson Education, 2015.</li> </ol>				

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|  | <ol style="list-style-type: none"><li>2. S. Krug, Don'T Make Me Think, Revisited: A Common Sense Approach to Web Usability, 3rd ed. Thousand Oaks, CA, USA: New Riders Publishing, 2014.</li><li>3. R. Williams, The Non-Designer's Design Book. Pearson Education, 2014.</li><li>4. "Design - Material Design." [Online]. Available: <a href="https://material.io/design">https://material.io/design</a>.</li><li>5. "ISO - ISO 9241-210:2010 - Ergonomics of human-system interaction — Part 210: Human-centred design for interactive systems." [Online]. Available: <a href="https://www.iso.org/standard/52075.html">https://www.iso.org/standard/52075.html</a>.</li><li>6. J. Duckett, Web Design with HTML, CSS, JavaScript and jQuery Set. Wiley, 2014.</li><li>7. "Introduction · Bootstrap v4.5." [Online]. Available: <a href="https://getbootstrap.com/docs/4.5/getting-started/introduction/">https://getbootstrap.com/docs/4.5/getting-started/introduction/</a>.</li></ol> |
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