

User Experience Design					
Course Code CIS62014	Student Workload 90 hours	Credits (according to ECTS) 4.5	Semester 4	Frequency each even-semester	Duration 16 meetings
1	Types of courses <i>Compulsory (study programme level)</i>	contact hours 63 hours	independent study 27 hours	class size 40 students	
2	Prerequisites for participation				
3	Learning outcomes 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.				
4	Subject aims <ul style="list-style-type: none"> • Students are able to master basics from various approaches, methods, and techniques in UX design therefore able to make correct decisions in the process of UX design. • Students are able to identify problems and needs associated with UX, propose, design, and create UX solutions as well as evaluate solution success. • Students are able to work as a team with full responsibility in working on a UX design project. 				
5	Teaching methods lectures, case study, class discussion, presentation				
6	Assessment methods assignment, mid-term examination, end-term examination, project evaluation, practical-skill assessment				
7	This module is used in the following degree programs as well				
8	Responsibility for module				
9	Other information L. Glomann, "Introducing 'Human-Centered Agile Workflow' (HCAW) – An Agile Conception and Development Process Model," 2018, pp. 646–655. "ISO - ISO 9241-210:2010 - Ergonomics of human-system interaction — Part 210: Human-centred design for interactive systems." [Online]. Available: https://www.iso.org/standard/52075.html . J. Gothelf, Lean Vs. Agile Vs. Design Thinking: What You Really Need to Know to Build High-Performing Digital Product Teams. Sense & Respond Press, 2017.				

<p>J. Knapp, J. Zeratsky, and B. Kowitz, <i>Sprint: How to Solve Big Problems and Test New Ideas in Just Five Days</i>. Simon & Schuster, 2016.</p> <p>A. Harley, "Personas Make Users Memorable for Product Team Members," 2015. [Online]. Available: https://www.nngroup.com/articles/persona/.</p> <p>S. Gibbons, "Empathy Mapping: The First Step in Design Thinking," 14-Jan-2018. [Online]. Available: https://www.nngroup.com/articles/empathy-mapping/.</p> <p>S. Gibbons, "Journey Mapping 101," 2018. [Online]. Available: https://www.nngroup.com/articles/journey-mapping-101/.</p> <p>A. Harley, "Ideation for Everyday Design Challenges," 15-Jan-2017. [Online]. Available: https://www.nngroup.com/articles/ux-ideation/.</p> <p>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/.</p>
