

User Experience Design					
Course Code	Student Workload	Credits (according to ECTS)	Semester	Frequency	Duration
CIF61040	90 hours	4.5	Sem. 5 & 7	each odd-semester	16 meetings
1	Types of courses <i>elective</i>	contact hours 63 hours	independent study 27 hours	class size 40 students	
2	Prerequisites for participation Completed Human and Computer Interaction (CIF61012)				
3	Learning outcomes IF-ILO-3 Graduates are able to develop professional careers in the field of computer science based on quality aspects, data-based decision making, be responsible, and make continuous improvements. IF-ILO-7 Mastering the theoretical concept and principles of computer science, especially in the aspect of algorithms, programming, intelligent systems, information management, parallel and distributed computing, information security, human-computer interaction, software engineering, and fundamentals of computer systems and networks. IF-ILO-13 Graduates are able to perform abstraction, modeling, representation, and data acquisition in order to perform the data analysis.				
4	Subject aims Students are able to engineer and evaluate the application of various types of interactions between users and computers (CPL: KK5)				
5	Teaching methods lectures, case study, class discussion, presentation, practice				
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				

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Other information

1. David Platt. The Joy of UX: User Experience and Interactive Design for Developers. Addison-Wesley Professional, 2016.
2. Donald A. Norman. The Design of Everyday Things. Basic Books, 2002.
3. Anup Kumar & Bin Xie. Handbook of Mobile Systems Applications and Services (Chapter 3: Interactive Context-Aware Services for Mobile Devices). CRC Press, 2012.