ID	2632
Curricular Unit	Interface Design
Regent	Francisco dos Santos Rebelo
Learning Outcomes	- Understand the interfaces types, in function of the user context. - Understand the principles and concepts in order to be able to select the main research methods for user research and user centred design. - Know and apply the criteria for the construction, development and application of instruments to operationalize each of the methods. - Know how to draw a research protocol for user research articulating the necessary methods. - Dominate the development and evaluation of interfaces prototypes for informational systems.
Syllabus	Interface design for information systems: (Interfaces to present data; Interfaces to forms; Interfaces to task of find data; Interfaces to messages; Interfaces to mobile devices) User research methods, principles; planning and developing phases applied to user research: Questionnaires; Interviews and content analysis; Verbal protocols; Focus Groups; Hierarquical Task Analysis. User centred Observational methods: Ethnographic observation; principles; observation cathegories; description of observed activity. Personas and Informational architecture development: Personas creation for a project; Information architecture development with card sorting methods. Development and evaluation of prototypes: - Concepts; - Methodological aspects; - Development of low fidelity prototypes; - Wireframes development with AXURE software; - Presentation and discussion of the work developed by the students.
Evaluation	Model A: Continuous evaluation - presentation of reports. Model B: Practical evaluation.

Bibliography	Russ Unger and Carolyn Chandler (2009). A Project Guide to UX Design: For user experience designers in the field or in the making. New Riders. Jeff Johnson (2010). Designing with the Mind in Mind: Simple Guide to Understanding User Interface Design. Morgan Kaufmann. Thomas Tullis, William Albert (2008). Measuring the User Experience: Collecting, Analyzing, and Presenting Usability Metrics. Morgan Kaufmann. Jacko, J (2012). The Human-Computer Interaction Handbook, 3rd Ed. CRC Press. Kruger e Casey (2009), Focus Groups: A pratical guide for applied research, Sage Publications. Blomberg e Burrell (2009), An Ethnographic approach to design, Taylor and Francis. Sonderegger e Sauer (2013). The influence of socio-cultural background and product value in usability testing. Applied Ergonomics, 44: 341-349. Feigh, Dorneich e Hayes (2012). Toward a characterization of adaptive systems: a framework for researchers and system designers. Human Factors, 54:6, 1008-1024.