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| **ID** | 465 |
| **Curricular Unit** | Design, Development and Evaluation of Multimedia Materials |
| **Regent** | Carlos Alberto Rosa Ferreira |
| **Learning Outcomes** | 1. Know and differentiate the concepts of ergonomics, usability and accessibility of information systems.<br>2. Understand and explain the conceptual framework for the development of a user-centric multimedia system.<br>3. Designing and implementing the usability heuristics to evaluate multimedia systems. |
| **Syllabus** | Introduction to ergonomics usability and accessibility of information systems:<br>• The concepts of ergonomics, usability and accessibility in information systems.<br>• Integration of the concepts of accessibility and usability in organizations<br>• areas of research in information systems.<br>• Strategies for designing interfaces.<br>User-Centered Design:<br>• The principles of ISO / DIS 14915-1.<br>• Heuristic usability of information systems (methodology, advantages and disadvantages)<br>• Examples of user-centric multimedia system developed at the Laboratory of Ergonomics of the FMH-UL.<br>Evaluation of a Multimedia System Based on Heuristics:<br>• Development and application of heuristics to evaluate usability of a multimedia system. Presentation of the results of developing an information system based on usability heuristics. |
| **Evaluation** | Development and defense of a practical work. |

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| **Bibliography** | Stanton, N., Salmon, P., Walker, G., Baber, C., & Jenkins, D., (2005). Human Factors Methods: A Practical Guide for Engineering and Design. Ashgate Publishing Company. ISBN: 0754646610<br>Neville A. Stanton, Mark Young (1999). Guide to Methodology in Ergonomics: Designing for Human Use. CRC Publishing Company.<br>W. Green, Patrick W. Jordan (1999). Human Factors in Product Design: Current Practice and Future Trends CRC Publishing Company<br>Deborah J. (1992) Principles and guidelines in software user interface design. Prentice Hall, New Jersey.<br>Helander, M. (1992). Handbook of human computer interaction. North-Holland.<br>Mayhew, Deborah J. (1992) Principles and guidelines in software user interface design. Englewood Cliffs, Prentice Hall PTR.<br>Norman, Donald (1999). Invisible Computer: why good products can fail, the personal computer is so complex and information appliances are the solution. MIT Press, Cambridge. |