

ID	722
Curricular Unit	Interface Design
Regent	Francisco dos Santos Rebelo
Learning Outcomes	<ul style="list-style-type: none"> - 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	<p>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)</p> <p>User research methods, principles; planning and developing phases applied to user research: Questionnaires; Interviews and content analysis; Verbal protocols; Focus Groups; Hierarchical Task Analysis.</p> <p>User centred Observational methods: Ethnographic observation; principles; observation categories; description of observed activity.</p> <p>Personas and Informational architecture development: Personas creation for a project; Information architecture development with card sorting methods.</p> <p>Development and evaluation of prototypes:</p> <ul style="list-style-type: none"> - Concepts; - Methodological aspects; - Development of low fidelity prototypes; - Wireframes development with AXURE software; - Presentation and discussion of the work developed by the students.
Evaluation	<p>Model A: Continuous evaluation - presentation of reports.</p> <p>Model B: Practical evaluation.</p>

Bibliography

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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 practical 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.