UNIVERSITY OF LONDON DEPARTMENT (UOL)

INTERACTION DESIGN COURSE OUTLINE

A Great Place to Learn.

PROGRAMME: UOL BSc. Year 3 (Computing & Information Systems)
DURATION: September 2014- May 2015
DAY(S): Saturday
MODE: Part-Time
COMPONENT: Interaction Design
LECTURER: Anthony Rosales
CAMPUS: Champs Fleurs

Lecture Number	Lecture Day & Date		Time	Hrs	Cum Hrs	Lecture Topic (s)	No./ Type of Session	Important Concepts/ Ideas to know/ Learning Outcomes	Expected Reading	Other Matters	Questions	Items Due For Next Class
1	Sat	20-Sep-2014	11:00am-1:00pm	2.0	2.00	Intro to HCI and Interaction design	1 / Lt	Understand the definitions HCI and ID and others related terminology. Understand the development of HCI as a dicipline.	Chapter 1 (study guide)			Read Chapter 2
2	Sat	27-Sep-2014	11:00am-1:00pm	2.0	4.00	Interaction Design Approaches	2 / Lt	Understanding Key design concepts and terminology. Affordance, Mappings, Methaphors.	Chapter 2			Read Chapter 2
3	Sat	4-Oct-2014	11:00am-1:00pm	2.0	6.00	Interaction Design Approaches	3 / Lt	Dicsuss a variety of approaches to ID abd a range of design techniques and methodoligies. Understand prototyping.	Chapter 2	Coursework discussion		Read Chapter 3
4	Sat	7-Oct-2014	11:00am-1:00pm	2.0	8.00	Techniques for Interaction Design requirements	4 / Lt	Describe techniques for gathering user requirements. Understand different types of data	Chapter 3			Read Chapter 3

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5	Sat	18-Oct-2014	11:00am-1:00pm	2.0	10.00	Techniques for Interaction Design requirements	5 / Lt	Developing personas and scenarios. Demonstrate the use of prototyping techniques.	Chapter 3	Coursework discussion		Read Chapter 4
6	Sat	25-Oct-2014	11:00am-1:00pm	2.0	12.00	Usability	6 / Lt	Understand the definition of usability. Describe the benefits of usability. Discuss usability as it relates to standardization. Understand the role of a usability professional	Chapter 4			Read Chapter 5
7	Sat	1-Nov-2014	11:00am-1:00pm	2.0	14.00	Evaluation and uasbility assessments techniques	7 / Lt	Describe specific usability evaluation techniques and be able to choose between evaluation methods and techniques.	Chapter 5	coursework discussion		Read Chapter 6, W3C accessibility guidelines
8	Sat	8-Nov-2014	11:00am-1:00pm	2.0	16.00	Designing for different users	8 / Lt	Understand the concepts of Universal usability and Universal Design and be able to discern the needs and physical requirements of different user populations. Describe the W3c accessibility guidelines.	Chapter 6			Read case studies as listed in chapter 7
9	Sat	15-Nov-2014	11:00am-1:00pm	2.0	18.00	Design case studies	1 / T	Understanding the issues faced the elderly when using technology.		video presentation		
10	Sat	22-Nov-2014	11:00am-1:00pm	2.0	20.00	Design case studies	2 / T	Be familiar with specific HCI design case studies	Chapter 7	Group exercise		chapter 8
11	Sat	29-Nov-2014	11:00am-1:00pm	2.0	22.00	Interaction design and new technologies	9 / Lt	Describe some of the new and emerging technologies impactihg the field of ID	Chapter 8			chapter 9
12	Sat	6-Dec-2014	11:00am-1:00pm	2.0	24.00	Real world Interactions	10 / Lt	Understand the Social aspects and impacts of new computer technologies. Be able to describe new concepts related to ID e.g. Ambient intelligence, the internet of things.	Chapter 9	Coursework discussion		Review past papers (TBA)

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13	Sat	13-Dec-2014	11:00am-1:00pm	2.0	26.00	Past Papers	1 / EP	Past papers discussion	past papers			Review past papers (TBA)
14	Sat	6-Jan-2015	11:00am-1:00pm	2.0	28.00	Past Papers	2 / EP	Past papers discussion	past papers			Review past papers (TBA)
15	Sat	13-Jan-2015	11:00am-1:00pm	2.0	30.00	Past Papers	3 / EP	Past papers discussion	past papers			