

Course guide 804458 - DIG - Graphical Interface Design

Last modified: 13/12/2024

Unit in charge: Teaching unit:	Image Processing and Multimedia Technology Centre 804 - CITM - Image Processing and Multimedia Technology Centre.	
Degree:	BACHELOR'S DEGREE IN DIGITAL DESIGN AND MULTIMEDIA TECHNOLOGIES (Syllabus 2023). (Compulsory subject).	
Academic year: 2024	ECTS Credits: 6.0	Languages: Catalan

LECTURER

Others:

TEACHING METHODOLOGY

Participative class in which activities are carried out, such as:

Resolving doubts regarding the contents studied or the practices and exercises proposed.

Explanation and defence of the practices or exercises solved.

Debates or discussion forums and peer evaluation of the practices and exercises presented or on the contents taught.

Knowledge pot on the theoretical contents or the practices and exercises.

Master class, in which the teacher gives an introductory presentation of the new contents and describes the materials (work plan, notes, presentations, links, exercise statements, etc.) that he/she provides for study or performance during the following week. Team or individual work, in which students initiate or continue the development of the exercises with the support of the teacher. Specific knowledge workshops.

LEARNING OBJECTIVES OF THE SUBJECT

Knowledge

Recognise the styles, characteristics and methodologies used in the creation of a graphical user interface in interactive multimedia applications.

Recognise the basic concepts related to the "User-Centred Design Method" and the procedures, techniques and technologies involved, in order to apply them in the design and development process of multimedia applications.

Skills

Apply concepts, procedures, techniques, technologies and software for the creation of the graphical user interface in the context of the development of digital contents and multimedia applications.

Develop graphical user interface prototypes in interactive multimedia applications.

STUDY LOAD

Туре	Hours	Percentage
Hours medium group	18,0	12.00
Hours large group	30,0	20.00
Guided activities	12,0	8.00
Self study	90,0	60.00

Total learning time: 150 h



CONTENTS

UX and UI

Description: Definitions

Full-or-part-time: 4h Theory classes: 2h Guided activities: 2h

Prototype design

Description: Benchmarking User Research Proto-personas User personas User cases User Journey User Story

Full-or-part-time: 108h Theory classes: 18h Guided activities: 30h Guided activities: 30h Guided activities: 30h

Information architecture

Description: Architecture design and evaluation Flowchart UX Writing

Full-or-part-time: 31h 40m Theory classes: 11h 40m Guided activities: 20h

Interaction design

Description: Responsive design Responsive design Guidelines Interaction elements Accessibility

Full-or-part-time: 33h Theory classes: 13h Guided activities: 20h



Prototyping

Description: Sketch Wireframe Mockup

Full-or-part-time: 33h 20m Theory classes: 13h 20m Guided activities: 20h

GRADING SYSTEM

Partial exam. It has a weight of 15% of the final grade of the course. Individual practicals: 15%. Group work: 60%. Participation and learning attitude: 10%.

Students who have failed in the continuous assessment can apply for re-evaluation, regardless of the grade they have obtained (there is no minimum grade to be able to access, as long as the grade is different to NP). The re-evaluation will only affect the grade corresponding to the partial exam. The grade of the practical sections will not be changed, nor will the grade for participation and learning attitude. The final grade of the course, calculated from the re-evaluation exam, cannot be higher than 5.

Irregular actions that may lead to a significant variation in the grade of one or more students constitute a fraudulent performance of an evaluation act. This action will lead to a descriptive grade of fail and a numerical grade of 0 for the ordinary global assessment of the subject, without the right to re-evaluation. If the teachers have evidence of the use of AI tools that are not permitted in the assessment tests, they may summon the students involved to an oral test or a meeting to verify the authorship.

BIBLIOGRAPHY

Basic:

- Krug, Steve. Don't Make Me Think: A Common Sense Approach to Web Usability. 2005.
- King, Simon; Chang, Kuen. Understanding Industrial Design: Principles for UX and Interaction Design. O'Reilly Media, 2015.
- Reiss, Eric. Usable Usability: Simple steps for making stuff better. Wiley, 2012. ISBN 1118185471.
- Maeda, John. The laws of simplicity. The MIT Press, 2006. ISBN 0262134721.