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Course Unit	Interface Design			Field of study	Audiovisuals and Media Production	
Bachelor in	Multimedia			School	School of Public Management, Communication and Tourism	
Academic Year	2022/2023	Year of study	2	Level	1-2	ECTS credits 6.0
Type	Semestral	Semester	2	Code	9213-656-2202-00-22	

Workload (hours)	162	Contact hours	T	-	TP	60	PL	-	TC	-	S	-	E	-	OT	-	O	-

T - Lectures; TP - Lectures and problem-solving; PL - Problem-solving, project or laboratory; TC - Fieldwork; S - Seminar; E - Placement; OT - Tutorial; O - Other

Name(s) of lecturer(s)	Catarina Machado Almeida

Learning outcomes and competences

At the end of the course unit the learner is expected to be able to:
1. Identify several models of process interaction that result in the ideal conception of an interface for a multimedia product
2. Understand the implementation and evaluation of a scenario of human-computer communication
3. Apply in an appropriate way the design principles in the conception of a multimedia product interface
4. Analyze with critical thinking, informative, formative and summative, the bases of design of multimedia interfaces
5. Understand the iterative design and its different phases

Prerequisites

Not applicable

Course contents

User Experience & User Interface; Interaction Design; Design Thinking; Visual Design; Interfaces for mobile devices

Course contents (extended version)

1. User Experience & User Interface
   - Introduction to UX (User Experience).
   - Factors that contribute to a good (user) experience.
   - What is UX and UI? What is Usability?
   - Principles of (Interface) Design and Usability.
   - Online tools, creative processes and work methodologies.
   - Information structure (information architecture), grids, wireframes, mockups and prototyping.
   - Navigation drawing (map), visual hierarchy of contents.
   - Creating graphical interfaces.
   - User tests, heuristic evaluations, results analysis.
2. Interaction Design
   - Definition and context.
   - Communication process.
   - Process of interaction design.
   - Users, devices and ambient.
   - Needs and requirements.
   - Interaction devices.
   - Interaction styles.
   - Human–computer interaction
3. Design Thinking
   - Human-centered design.
   - Iterative design.
4. Visual Design
   - Trends in interface design.
   - Displays and Devices (dimensions and safety margins).
   - Screen Design.
   - Color and Typography.
   - Principles of graphic design.
5. Interfaces for mobile devices
   - Specificities.
   - Interaction.
   - Screen Design.

Recommended reading

1. Buxton, B (2012). Sketching user experiences: getting the design right and the right design. San Francisco: Morgan Kaufman. ISBN10: 0123819598
2. Cooper, A, Reimann, R & Cronin, D (2014). About Face: The Essentials of Interaction Design. New York: John Wiley & Sons Inc. ISBN10: 1118766571
3. Gonçalves, D. , Fonseca, M. & Campos, P. (2017). Introdução ao Design de Interfaces (3ª ed). Lisboa: FCA. ISBN: 9789727228706
4. Moggridge, B (2010), Designing interactions. Cambridge: MIT Press. ISBN10: 0262134748
5. Preece, J. , Rogers, Y. & Sharp, H. (2015). Interaction Design: Beyond Human-Computer Interaction. New York: John Wiley & Sons Inc. ISBN10: 1119020751

Teaching and learning methods

Presencial hours: Presentation of contents, reflection and debate. Development of practical exercises of application of concepts, using tools of graphic composition.
Non presencial hours: Developing research work for the apprehension of theoretical concepts and practical work on interface design.

Assessment methods

1. Distributed evaluation - (Regular, Student Worker) (Final)
   - Presentations - 25% (Individual oral presentation - evaluate ability of argumentation and concepts learned.)
   - Projects - 75% (Evaluation of the process of developing visual interfaces (minimum grade of 7,5 points).)
2. Supplementary Evaluation - (Regular, Student Worker) (Supplementary, Special)
   - Intermediate Oral Test - 30% (Evaluate the taught contents.)
   - Projects - 70% (Evaluation of the process of developing visual interfaces (minimum grade of 7,5 points).)
3. Mobility students - (Regular, Student Worker) (Final, Supplementary, Special)

Assessment methods

- Intermediate Oral Test - 25% (Evaluate the taught contents.)
- Projects - 75% (Evaluation of the process of developing visual interfaces (minimum grade of 7,5 points).)

Language of instruction

Portuguese, with additional English support for foreign students.

Electronic validation

Catarina Machado Almeida	Ana Lucia Jesus Pinto	Carlos Sousa Casimiro da Costa	Luisa Margarida Barata Lopes
24-02-2023	12-03-2023	13-03-2023	14-03-2023