

25824 - User - product interaction

Información del Plan Docente

Academic Year	2016/17
Academic center	110 - Escuela de Ingeniería y Arquitectura
Degree	271 - Bachelor's Degree in Industrial Design and Product Development Engineering
ECTS	7.5
Course	
Period	First Four-month period
Subject Type	Optional
Module	---

1.Basic info

1.1.Recommendations to take this course

1.2.Activities and key dates for the course

2.Initiation

2.1.Learning outcomes that define the subject

2.2.Introduction

3.Context and competences

3.1.Goals

3.2.Context and meaning of the subject in the degree

3.3.Competences

3.4.Importance of learning outcomes

4.Evaluation

5.Activities and resources

5.1.General methodological presentation

The learning process that is designed for this subject is based on the following:

The general approach of the course is "learning by doing", using the PBL methodology (Project Based Learning) and experiential learning.

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The whole subject will focus on the development of project, in which students will have to design a product interface, make it an interactive prototype and conduct its evaluation with real users.

5.2.Learning activities

The program offered to the students to help them achieve the expected results, includes the following activities ...

lectures

Teamwork

5.3.Program

1. Introduction. 2. Usability concept. 3. The interface design process. 4. Basic principles of design. 5. Prototyping of interfaces. 6. Evaluation of interfaces.

5.4.Planning and scheduling

Schedule of sessions and project presentations

At the beginning of the course and depending on the academic calendar and schedules determined by the Center, the detailed schedule will be communicated to the students.

5.5.Bibliography and recommended resources