



# DDES1150

## Interaction 1 - Principles and Practices

Term T2, 2020

### Course Information

Units of Credit: 6

### Course Overview

#### Course Description

##### Fully Online Delivery Term 2 2020

Some adjustments have been made to this course to allow for fully online delivery during the COVID-19 situation. Please refer to the Resources section at the back of this document for more information about materials and resources required to complete this course outline.

\*\*\*

Interaction design focuses upon the creation of cohesive user experiences, typically but not exclusively associated with digital systems, for products, websites, environments and services. It involves the study of objects and their affordances, and how people interact with the world, and takes into account diverse practices to study and prototype new interactive experiences. This is a foundation level course which will provide you with an introduction to the field within the traditional sphere of the screen in web and mobile contexts, and covers the basic foundations for working as an interaction design professional in the relevant industries.

The design of graphical user interfaces (GUIs) will be explored through professional conceptual frameworks and design processes. Ideation, wireframes, prototypes and walkthroughs will be used to develop a workflow for designing and testing successful GUIs. Throughout the course, you will be presented with the key concepts that underpin interaction design through the exploration of major trends that are transforming the industry and changing modern life. This course will give you the building blocks to become proficient in the application of interaction design concepts through hands-on experience at prototyping and building interactive systems.

#### Course Learning Outcomes

On completion of this course, the student should be able to:

1. Identify and discuss historical, current and future trends in interaction design
2. Describe and apply key concepts of interaction design in web, mobile, and desktop contexts
3. Apply theoretical knowledge and practical skills to develop wireframes and prototypes
4. Program interactive systems using appropriate languages and development tools

#### Teaching and Learning in this Course

This course uses a variety of teaching approaches:

##### Blended/online

- Review – Assessment / Feedback Tool
- Collaborate Ultra in Moodle – Virtual Classroom
- Microsoft Teams - Teamwork Hub and Group Chat Platform
- The Box - Media Repository

- Moodle - Learning Management System

## Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Graphical user interface analysis	40%	Formal Presentation and Paper
Assessment Task 2	Graphical application, design, prototype and test	60%	Formal Presentation and Paper

## Resources

You need to have access to Adobe XD, Adobe Photoshop, Adobe Illustrator to complete this course (note, if these are no longer freely available to UNSW students, alternative arrangements will be made).

Core textbook: Interaction Design, by Rogers, Preece and Sharp.

Textbook: Designing Interactions, by Moggridge.

Textbook: Designing the User Interface, by Shneiderman and Plaisant.

Textbook: Sketching User Experiences: Getting the Design Right and the Right Design, by Buxton.

Book: The Design of Everyday Things, by Don Norman.

Additional readings will be provided in-class with links to either library or public resources.