

## ITEC-424 Interaction Design

### General Information

<b>Course Code</b>	ITEC 424	Level/ Year	7 <sup>th</sup> / 4 <sup>th</sup>	Required (R)/ Selected Elective (SE)			R
<b>Credit Hours</b>	Theory		2	Lab	1	Total	3
<b>Prerequisites</b>	ITEC-424						
<b>Course Coordinator</b>	Mr. Jorair Ahmad						

### Course Description

This course aims to provide students basic techniques and expertise to create and evaluate the design of interactive digital products, environments, systems, and services. It includes a study of interaction design for a variety of applications. The students will learn principles, patterns and process for interaction design, rapid prototyping, user interface (UI) and user experience (UX) design - skills that can be applied to desktop apps, web and mobile app development, game development, entertainment, and artistic performances.

### Course Objectives

- ◆ Account for a holistic approach to the design of digital or digital artifacts
- ◆ Formulate user modeling for interaction design practice and construct creative teamwork.
- ◆ Develop strategies for well-behaved product design
- ◆ Design interactions for the desktop
- ◆ Apply interaction design strategies for web and mobile applications

### Course Contents

List of Topics	Weeks
CHAPTER 1: Goals and Introduction of Interaction Design	1,2
CHAPTER 2: The Processes of Interaction designs	3, 4, 5
CHAPTER 3: Data gathering methods for interaction design	5, 6, 7
CHAPTER 4: Interaction design in practice	8, 9, 10
CHAPTER 5: Introducing Evaluation methods for interaction design	10, 11, 12
CHAPTER 6: Inspections, Analytics and models for interaction design	13, 14, 15

### Textbook

Interaction Design: beyond human-computer interaction By Helen Sharp, Fifth Edition, John Wiley & Sons, 2019, ISBN: 978-1-119-54725-9.

### Reference Materials

- ◆ The Fundamentals of Interactive Design By Michael Salmond, 1<sup>st</sup> Edition, AVA Publishing, 2013, ISBN 13:9782940447480.
- ◆ Basics Interactive Design: User Experience Design: Creating designs users really love By Allanwood, 1<sup>st</sup> Edition, Bloomsbury Publishing, 2014, ISBN 13: 9784520137453.

### Course Learning Outcomes

CLO	Description	Level of Learning (LOL)	Mapped PI
CLO#01	<b>Summarize</b> the various types of interfaces, goals, and processes for interaction design.	Knowledge	PI 1.1
CLO#02	<b>Demonstrate</b> different data collection techniques used for interface design.	Comprehension	PI 1.2
CLO#03	<b>Analyze</b> interaction designs through the application of diverse interaction design evaluation techniques.	Applying	PI 2.2
CLO#04	<b>Implement</b> User Experience (UX) models and prototypes to develop various types of interaction designs.	Applying	PI 6.2
CLO#05	<b>Demonstrate</b> the skills and strategies to design interfaces for Mobile and desktop applications.	Applying	PI 6.3

### CLO-SO-PI Mapping

	SOs					
CLOs	SO1	SO2	SO3	SO4	SO5	SO6
CLO#01	PI 1.1	-	-	-	-	-
CLO#02	PI 1.2	-	-	-	-	-
CLO#03	-	PI 2.2	-	-	-	-
CLO#04	-	-	-	-	-	PI 6.2
CLO#05	-	-	-	-	-	PI 6.3

### Approvals

<b>Prepared by</b> <b>Course Coordinator</b>	Mr. Jorair Ahmad		
<b>Approved by</b> <b>Track Leader</b>	Dr. Nadim Rana	<b>TL</b> <b>Signature</b>	
<b>Last updated</b>	August 18, 2024		