



## COURSE SYLLABUS

# User Experience Design, 7.5 credits

*User Experience Design, 7,5 högskolepoäng*

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<b>Course Code:</b> TUEK13	<b>Education Cycle:</b> First-cycle level
<b>Confirmed by:</b> Dean Oct 15, 2022	<b>Disciplinary domain:</b> Technology
<b>Revised by:</b> Director of Education Jan 25, 2024	<b>Subject group:</b> IF1
<b>Valid From:</b> Aug 1, 2024	<b>Specialised in:</b> G1F
<b>Version:</b> 4	<b>Main field of study:</b> Informatics

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### Intended Learning Outcomes (ILO)

After a successful course, the student shall

Knowledge and understanding

- demonstrate comprehension of a user-centered perspective in the user experience design process
- display knowledge of the psychological key theories of human cognition and perception and their implications on user experience and interaction design
- show familiarity with techniques for designing user interface structures and interactions like wireframes, mock-ups, and prototypes
- demonstrate comprehension of user-research, the related methodologies, and processes and their impact on the user experience design process

Skills and abilities

- demonstrate skills to justify design choices with respect to the fundamental principles of ergonomics, usability, and accessibility
- demonstrate the ability to translate the aesthetics of specific target groups into a design language for a product
- demonstrate the ability to identify the relevant user- and customer-journeys based on the conducted user-research

Judgement and approach

- demonstrate the ability to evaluate useful and usable interactions and user interfaces
- demonstrate the ability to reflect on and discuss key ethical issues relating to how user experience design shapes how we work with digital technology in our everyday lives.

### Contents

The course will give the students an overview of fundamental concepts within user experience design and their underlying psychological theories.

The course includes the following elements:

- Apply user experience design concepts and methods to real-world situations
- Create blueprints for interactive systems through sketching, storyboarding, and prototyping
- Design interactions that make use of digital, ambient, or behavioral interfaces
- Consider emotion and persuasiveness as core elements of the design process
- Introduction to fundamental concepts and underlying psychological theories
- Apply cognitive and behavioral models to design for accessibility and inclusion
- Create user- and customer-journeys based on your relevant target groups and select the most important ones for creating a prototype or MVP (Minimum viable product)
- Apply skills and knowledge in the context of team-work and collaborative projects

### **Type of instruction**

Lectures, seminars, and project.

The teaching is conducted in English.

### **Prerequisites**

General entry requirements and taken course Introduction to Human-Computer Interaction, 7,5 credits (or the equivalent).

### **Examination and grades**

The course is graded 5,4,3 or Fail.

The final grade for the course is based upon a balanced set of assessments. The final grade will only be issued after satisfactory completion of all assessments.

Registration of examination:

Name of the Test	Value	Grading
Assignment	3.5 credits	5/4/3/U
Project	4 credits	5/4/3/U

### **Course literature**

The literature list for the course will be provided 8 weeks before the course starts.

Yablonski J. (2020). Laws of UX. O'Reilly Media.

Scientific articles will be handed out during the course.