Interface Development
Gränssnittsutveckling
7.5 credits
7.5 högskolepoäng

Ladok Code: C3KGU1
Version: 1.0
Established by: Utskottet för utbildningar inom bibliotek, information och IT 2019-03-12
Valid from: Autumn 2019

Education Cycle: First cycle
Main Field of Study (Progressive Specialisation): Information Architecture (G1F)
Disciplinary Domain: Natural sciences 50%, Social sciences 50%
Prerequisites: The course requires that the student has developed basic skills in using JavaScript in tandem with HTML and CSS for web publication.
Subject Area: Informatics/Computer and Systems Sciences
Grading Scale: Seven-degree grading scale (A-F)

Content
This course deals with the design and implementation of interactive interfaces, which constitutes a central aspect of front-end development. The course’s theoretical content is concretised through application within the context of a web application framework. The course includes material on interface development, interaction design, and user experience.

Learning Outcomes
After passing the course the student should be able to, concerning:

Knowledge and understanding
1.1 Define and apply central concepts for interface development, including interaction, interfaces, and design questions concerning interface types and interaction forms
1.2 Describe how different components of interactive units contribute to the construction and development of interactive interfaces

Competence and skills
2.1 Describe and analyse different types of interactive interface in a web application from a theoretical perspective
2.2 Implement basic elements in interactive user interfaces

Judgement and approach
3.1 Assessing, testing, and improving interactive user interfaces

Forms of Teaching
Course instruction is in the form of lectures, practical reviews, and exercises.

The language of instruction is English.

Forms of Examination
The course is graded through the following examinations:

Seminar: Oral explanation and evaluation of an interactive interface
Learning outcomes: 1.1,1.2, 2.1
Credits: 2.0
Grading scale: Fail (U) or Pass (G)
Written assignment: Prototype
Learning outcomes: 1.1, 1.2, 2.1, 2.2, 3.1
Credits: 5.5
Grading scale: Seven-degree grading scale (A-F)

For the grade E on the entire course, the grade Pass (G) or E is required on all the examinations. A higher grade on the entire course is thereafter determined by the grade on Written assignment: Prototype.

Student rights and obligations at examination are in accordance with guidelines and rules for the University of Borås.

Literature and Other Teaching Methods
The course literature is in English.


Additional student-found material (approx. 50 pages)

Student Influence and Evaluation
The course is evaluated in accordance with current guidelines for course evaluations at the University of Borås in which students' views are to be gathered. The course evaluation report is published and returned to participating and prospective students in accordance with the above-mentioned guidelines, and will be taken into consideration in the future development of courses and education programmes. Course coordinators are responsible for ensuring that the evaluations are conducted as described above.

Miscellaneous
The course is part of the degree programme Web Content Manager and Designer, 180 credits, and Web Content Manager and Designer, distance education, 180 hp, as well as being offered as a freestanding course.