



## Interface Development Gränssnittsutveckling

7.5 credits

7.5 högskolepoäng

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**Ladok Code:** C3KGU1

**Version:** 3.1

**Established by:** Committee for Education in Librarianship, Information, and IT 2021-03-04

**Valid from:** Autumn 2021

**Education Cycle:** First cycle

**Main Field of Study (Progressive Specialisation):** Information Architecture (G1F)

**Disciplinary Domain:** Natural sciences 50%, Social sciences 50%

**Prerequisites:** General requirements for university studies. In addition, 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)

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### 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.

If the student has received a decision/recommendation regarding special pedagogical support from the University of Borås due to disability or special needs, the examiner has the right to make accommodations when it comes to examination. The examiner must, based on the objectives of the course syllabus, determine whether the examination can be adapted in accordance with the decision/recommendation.

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

### **Literature and Other Teaching Materials**

The course literature is in English.

Banks, A. & Porcello, E. (2017). Learning React: functional web development with React and Redux. Beijing: O'Reilly. (Chosen sections approx. 100 pages)

Benyon, D. (2018). Designing User Experience: A guide to HCI, UX and interaction design. Harlow: Pearson Education. (Chosen sections approx. 200 pages)

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.