UNIVERSITY OF BORÅS

UX Design: User Experience Design and Evaluation

UX-design: användarupplevelsedesign och utvärdering

15 credits
15 högskolepoäng

Ladok Code: C3KUX1
Version: 4.0
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 entry requirements for university studies.
In addition, elementary skills in JavaScript in combination with HTML and CSS for web publication. The student must also have knowledge of methods and tools for development work and project work.
Subject Area: Informatics/Computer and Systems Sciences
Grading Scale: Seven-degree grading scale (A-F)

Content

The course deals with theories and methods used for user experience (UX) design.

In addition, the students will, by means of practical work, deepen their understanding of the fundamental concepts, practices, workflows, processes, technics, and tools connected to UX design and UX evaluation within the context of web development.

The course is grounded in a user-centered perspective and in the areas of information architecture, interaction design, and UX.

The course includes:

- Scientific methods and tools for UX design
- The creation of prototypes and application for specific user needs
- Assessment and test of web applications with respect to UX
- The importation of content through an existing API (application programming interface)

Learning Outcomes

After passing the course the student should be able to, concerning,

Knowledge and understanding
1.1 Demonstrate an understanding of and describe concepts, theories, and methods within UX,
1.2 Demonstrate an understanding of and describe methods for the evaluation of design processes.

Competence and skills
2.1 Plan and use scientific methods for user studies with the goal of developing the components necessary for a good user experience,
2.2 Analyse and evaluate collected data from user studies with the goal of designing and developing applications for web or mobile use,
2.3 Develop the necessary conditions for a good user experience applied to a web or mobile context, on the basis of empirical results,
2.4 Create and structure a web application which works with an existing API,
2.5 Develop and maintain a project plan including a timeplan,
2.6 Design plans for testing.

Judgment and approach

3.1 Using a critical approach, analyse and evaluate a UX project,
3.2 Identify, argue for, and evaluate the consequences of design choices in connection with user experience.

Forms of Teaching

Teaching in the course is composed of written and oral assignments, lectures, seminars, practical review, and advising.

The language of instruction is English.

Forms of Examination

The course is graded through the following examinations:

- Assignment: Project report (in groups)
Learning outcomes: 1.1, 1.2, 2.1, 2.2, 2.3, 2.6, 3.1
Credits: 7,5
Grading scale: Seven-degree grading scale (A-F)

- Assignment: Project implementation (in groups)
Learning outcomes: 2.4, 2.5, 3.1, 3.2
Credits: 5,5
Grading scale: Seven-degree grading scale (A-F)

- Seminar: Project implementation and evaluation (in groups)
Learning outcomes:, 3.1, 3.2
Credits: 2
Grading scale: Seven-degree grading scale (A-F)

For at least a grade of E in the entire course, the student must receive a passing grade in all examinations. A higher grade is decided in the following way: the grade of every examination is translated to a numerical value. E = 1, D = 2, C = 3, B = 4, A = 5, a weighted average is then calculated and translated back to the nearest letter grade on the 7-grade scale, becoming the assigned grade for the entire course.

The examiner can decide to replace the seminar with another form of examination if a student fails or is not present for the seminar.

When the course plan is changed, students who wish to finish the course must do so according to the new plan’s content and assignment requirements. If the course no longer is offered on a regular basis, students who wish to complete the course must take all or part of another, equivalent course.

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. (Selected reading: approx. 100 pages)

Benyon, D. (2018). Designing User Experience: A guide to HCI, UX and interaction design. Harlow: Pearson Education. (Selected reading: approx. 300 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 credits, as well as being offered as a freestanding course.