COURSE CONTENT

Course Code	DV2008
Course Title	Interface Design
Pre-requisites	NIL
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

In this course you will be introduced to the process of interface design and user interface experience. Informed by interface behaviour research, you will design and create interfaces for specific purposes, which will be continually tested as part of an iterative design process. This learning will inform future interface design decisions, for both screen and physical interfaces.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Describe design decisions that make an effective interface.

2. Develop successful interface processes and strategies

3. Apply design processes and strategies to develop an effective working interface.

4. Demonstrate iterative testing strategies to improve and refine the user experience of an interface.

5. Constructively discuss and critique interface solutions employed by peers.

Course Content

Analysis of interface

You will begin this course with a review of the fundamental principles and theories of interface design and interface user experience. All interfaces create an experience for the user, and it is important to realise that you, as the designer, are fully responsible for this experience. There are many aspects that contribute towards interface success, such as background knowledge, visual familiarity, visual stimulation, engagement, and goal reward. All interfaces have a function, and the manner in which this function is achieved, contributes to the success of that function. From an ergonomic point of view, you will also examine aspects such as cognitive load, interface fatigue, information density, visual and active efficiency, along with visual technical aspects such as font size, language, colour, contrast etc.

Design through doing
In this course you will learn and refine your interface design skills by designing and making interfaces. You will apply design techniques to provide the most effective experience for the user, which will then be tested, evaluated, and refined. You will learn how to mix function with visual form, and you will develop an awareness of how form and function are tightly linked, both contributing to the success of an interface.

Class assignments

This course consists of three group assignments and one individual assignment:

- – 1: Information gathering with presentation (group assignment)
- – 2: Ideation & prototyping with presentation (group assignment)
- – 3: Iteration & refinement with final presentation (group assignment)
- – 4: Individual assignment - medium.com article