Course Title	User Experience Design		
Semester	Spring (semester 2) – Term 3		
Inholland Faculty	Faculty of Engineering, Design and Computing, Department of Information Technology		
Language of instruction	English		
Cycle	Bachelor level		
Inholland Location	Haarlem		
Code Subjects	**Code**	**Subject Title**	**ECTS**
	1919UE005Z	Research UX	2
	1918UE001Z	Psychology of Interaction	2
	1919UE002Z	UX Methodologies	2
	1920UE003Z	Workshop UX	3
	1920UE004Z	Project UX	6
Number of ECTS	15		
Content subjects	Within the fast-growing digital world new software is released every day. A lot of these desktop and ever-growing mobile applications are targeted to specific user groups as tooling for a specific problem they might encounter. These applications range from E-health tools for supporting specific therapies for people at home to software to stimulate people to choose environment-friendly routes by avoiding schools and dens populated areas while traveling by car. In order to make these tools really useful their operation should be flawless, and their interface should be clear and understandable. A great design however finds its base in researching the human angle, taking into account the people's own perspectives, daily lives and struggles. Meeting them, interviewing them talk about their processes, needs and experiences with (perhaps) other tools. All this knowledge is then combined into a design that is based in reality, offering a fitting user experience (UX) for the intended audience. In this course we try to emulate real life conditions by offering a methodology for student to find and sort information to be able to come up with the best design solutions. Students will work on real live issues from real clients. Their solutions should be based in research and visualized in a feasible and testable prototype.		

Lecturer(s)	Teachers of the Computer Science Haarlem study program and guest lectures and workshops by UX-professionals.
Learning outcomes	**Competences**
	Analysing:
	• Researching target group, objective, context, information and communication needs, visualization, usability and use, and relate this to trends in ICT and/or digital media products
	• Mapping the relevant aspects of a complex problem and making well-founded choices of research methods and instruments.
	• Collecting, analysing and interpreting
	• the relevant research data link substantiated conclusions and recommendations to research results.
	Designing
	• Designing a user interface based to support on a specific functionality, interaction form, style and/or service, including user experience and usability tests.
	• Developing a prototype, taking into account quality requirements and stakeholders
	Realising
	• Prototyping and testing of user interface elements to support the goals set out by stakeholders
	Professionalize:
	• Developing creativity and problem-solving ability to complex user interface issues
	• Developing self-steering abilities, planning and organization
	Goals
	The student is able to:
	• Design and develop proposals for user interfaces based on a user centered design methodology.
	• Create testable prototypes
	• Apply these skills in live projects
Mode of delivery, planned activities and teaching methods	Strategies and teaching activities:
	• Workshops by experts
	• Do research with your project group
	• Lectures on theory combined with practical exercises
Prerequisites and co-	Audience: Bachelor ICT 3rd year with experience in User interface Design and Interaction Design.

requisites (if applicable)	
Recommended or required reading and/or other learning resources/tools	
Assessment methods and criteria	Details of assessments: • Students will work with real clients on actual projects, designing real solutions for specific target audience. • Student will work on three projects where the duration spans from 1 to 4 weeks. • Students will be working in different groups • There is no written exam. • Students will be presenting the result of their work for a comity of experts and the client. All assignments must be completed with a sufficient grade
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