
	Hashemite University	
	Prince Al-Hussein bin Abdullah II Faculty for Information Technology	
	Department of Software Engineering	

### Course Syllabus

**Semester: (1)**

**Year: 2018-2019**

Course No.	Course Title	Designation	Prerequisite	Co-requisite	Credit Hours Lectures /Lab
151003437	User Interface Design & Implementation	Elective	151001212	-	3 / 0

Instructor Name	E-mail	Office No.	Office ext.	Office Hours
Maryam Zawahra	Maryam_alz@hu.edu.jo	IT Floor 3_6	4822	Sun, Tues, Thu(10-11) Sun, Tues, Thu(10-11)

<b>Coordinator's Name:</b>	Maryam Zawahra
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<b>Course Description</b>	<p>This course provide theoretical and practical principles and guidelines needed to develop high quality interface designs–ones that users can understand, predict, and control. It covers theoretical foundations, and design processes such as expert reviews and usability testing. Numerous examples of direct manipulation, menu selection, and form fill-in give readers an understanding of excellence in design. In addition, the profound changes brought by user-generated content of text, photo, music, and video and the raised expectations for compelling user experiences.</p>
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<b>a) Textbook (s):</b>
<p>1. Designing the User Interface: Strategies for Effective Human-Computer Interaction (6th Edition), Ben Shneiderman, Catherine Plaisant, Maxine Cohen, Steven Jacobs, Addison Wesley, 2017.</p>

<b>Course Learning Outcomes CLOs</b>
1. Explain the usability of interactive systems (a)
2. Discuss how to design, implement and evaluate user interface (b, i)
3. Compare different interaction styles used in user interface design (c )
4. Identify issues that typically exist in a user interface (b)
5. Apply appropriate interaction devices for user interface community (c, i)
<b>Addressed Student Learning Outcomes (SLOs)</b>
a, b, c and i

<b>Topic</b>	<b>CLO number</b>	<b>Reference</b>	<b>No. of Weeks</b>	<b>Contact hours*</b>
1. Usability of Interactive Systems	1	Ch1	2	6
2. Guidelines, Principles and Theories	2	Ch2	2	6
3. Managing the Design Process	2	Ch3	2	6
4. Evaluating Interface Designs	2	Ch4	2	6
5. Direct Manipulation and Virtual Environments	3	Ch5	2	6
6. Command and Natural Languages	3	Ch7	2	6
7. Case studies	4	-	2	6
Total			14	42

<b>Assessment method</b>	<b>Grade</b>	<b>Comments</b>
First Exam	25%	Covers Chapters 1 and 2
Second Exam	25%	Covers Chapters 3 and 4
Quizzes	10%	Cover Chapter 3 and 5
Final Exam	40%	Covers all topics
Total	100%	