Study Program: Informatics	

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Type and level of studies: Bachelor studies

Course name: User-interface Design

Lecturer: Stamenković M. Negovan

Status: Compulsory

ECTS: 6

Attendance Prerequisites: нема

Course aims

The students will be able to define user requirement within the domain of user-system interaction. They will be able to analyse, project, implement and evaluate the elements of user-interface.

Course outcome

The students have gained the knowledge necessary for the analysis, projecting, implementation and evaluation of user-interace elements within the domain of user-system interaction.

Course content

Theoretical part

Theories, principles and guidelines in interface development. The process of UI development. Total and system aspects of human-computer communication. UI types. Graphical interface. Line interface. Specialized interfaces. Tactile interfaces Audio interfaces. The process of UI development. Software tools for creating user interfaces. UI flow diagrams. Interface builders. Automated programming. Programming by direct manipulation. GUI graphic design

Practical part

Exercises

Literature:

1. Human-Computer Interaction, Third Edition, Dix, Finlay, Abowd, Beale, Prentice Hall, 2004
2. Usability Engineering, Jakob Nielsen, Morgan Kaufmann, 1993
3. Designing the User Interface, Shneiderman, Plaisant, Addison Welsey, 2005

Number of active classes				Other classes
Lectures: 3	Practical classes: 3	Other forms of teaching:	Students' research work	

Teaching methods

Lectures on topics listed in *course content*. Computer practice and independent students' research work.

Assessment (maximum 100 points)			
Course assignments	**points**	Final exam	**Points**
activity during lectures	**10**	written exam	20
practical classes	**10**	oral exam	20
term test(s)	**40**	....	
seminar(s)			
Total	**60**	**40**	