#### Card of course

|  |  |
| --- | --- |
| Subjectname | DESIGNING GRAPHICAL USER INTERFACES |

1. Location of the subject in the system of studies

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| --- | --- |
| 1.1. Programme | **Computer Studies** |
| 1.2. Mode of study | Full time studies / Part time studies |
| 1.3. Level of degree | **First-cycle studies** |
| 1.4. Profile | **Practical** |

|  |  |
| --- | --- |
| 1.5. Speciality | **Computer graphics and game design** |
| 1.6. Lecturer responsible for the subject | **Mgr Michał Brogowski** |

2. general characteristics of course

|  |  |
| --- | --- |
| 2.1. Connection with a subject group | **practical** |
| 2.2. Total credits (ECTS) | **4** |
| 2.3. Language of instruction | **English** |
| 2.4. Semesters in which the subject is carried out | **3** |
| 2.5. Criterion for selection of listeners | **Speciality: Computer graphics and game design** |

1. Learning outcomes and method of conducting classes
   1. Aim of the subject

|  |  |
| --- | --- |
| Lp. | Aim of the subject |
| C1 | Teaching how to use Adobe XD |
| C2 | Teaching how to design wireframes |
| C3 | Teaching how to design graphical mockups |
| C4 | Teaching how to create prototypes |
| C5 | Teaching how to export project / assets for further development |

3.2. . Learning outcomes, divided into KNOWLEDGE, SKILLS AND COMPETENCIES, with reference to learning outcomes for an area (s) and a field of study

|  |  |  |  |
| --- | --- | --- | --- |
| Lp. | Description of learning outcomes | Reference to the learning outcomes |  |
| After completing the subject, student in the range of **KNOWLEDGE**,can | | |  |
| W1 | Knows what a graphical user interface is. | INF\_W09  INF\_W21 |  |
| W2 | Knows what a GUI design workflow looks like | INF\_W09  INF\_W21 |  |
| W3 | What a wireframe (low fidelity design) is | INF\_W09  INF\_W21 |  |
| W4 | What a mockup (high fidelity design) is | INF\_W09  INF\_W21 |  |
| W5 | What a prototype is | INF\_W09  INF\_W21 |  |
| After completing the subject, student in the range of **SKILLS**, can | | |  |
| U1 | Analize a deisgn brief | INF\_U28  INF\_U29 |  |
| U2 | Design a wireframe | INF\_U28  INF\_U29 |  |
| U3 | Design a mockup | INF\_U28  INF\_U29 |  |
| U4 | Design a working prototype | INF\_U28  INF\_U29 |  |
| U5 | Do general design work in Adobe XD | INF\_U28  INF\_U29 |  |
| After completing the subject, student in the field of **SOCIAL COMPETENCES**, can | | |  |  | InzA\_W02, InzA\_W01 |
| K1 | Can accept constructive criticism | INF\_K01 |  |
| K2 | Knows the importance of knowledge in problem solving | INF\_K01 |  |
| K3 | Can present project | INF\_K01 |  |

3.3. Type of classes and number of hours – Full time studies (ST), Part time studies (NST)

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Mode of study | Lecture | Discussions | project | workshops | Lab | Seminar | lectureship | Additional Online  ……….  (form) | Others | **ECTS** |
| **ST** | 10 |  |  |  | 15 |  |  |  |  | 4 |
| **NST** |  |  |  |  |  |  |  |  |  |  |

3.4. Curriculum content (separately for each type of classes: (Lecture, Discussions, project workshops, Lab, Seminar, lectureship)

TYPE OF LECTURES: LECTURE

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Lp. | Content of lectures | Form of teaching | | | |
| full time studies | | Part time studies | |
| CLASSES | PLATFORM | CLASSES | PLATFORM |
| 1. | Introduction to Adobe XD |  |  |  | X |
| 2. | Designing a wireframe (low fidelity) |  |  |  | X |
| 3. | Designing a mockup (high fidelity) |  |  |  | X |
| 4. | Designing a prototype (interaction) |  |  |  | X |
| 5. | Preparing assets for export |  |  |  | X |

TYPE OF LECTURES: LAB

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Lp. | Content of lectures | Form of teaching | | | |
| full time studies | | Part time studies | |
| CLASSES | PLATFORM | CLASSES | PLATFORM |
| 1. | Learning Adobe XD interface |  |  | X |  |
| 2. | Designing the wireframe based on brief |  |  | X |  |
| 3. | Designing the prototype |  |  | X |  |
| 4. | Designing the mockup |  |  | X |  |
| 5. | Exporting assets / project |  |  | X |  |

3.5 Methods of evaluation of learning outcomes (in relation to particular effects)

The main criteria for evaluating the learning proces are:

* participation in lectures and laboratories
* completion or partial completion of the interface project (wireframe, prototype, graphical mockup)

Additionaly, to the student’s advantage:

- completion of extra tasks which will occur during the design project process

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Learing outrome | Form of evaluation | | | | | | | |
| Oral exam | Written exam | Project | Test | Homework | Paper  Report | Discussion | Others |
| W1 |  |  | *X* |  |  |  |  |  |
| W2 |  |  | *X* |  |  |  |  |  |
| W3 |  |  | *X* |  |  |  |  |  |
| W4 |  |  | *X* |  |  |  |  |  |
| U1 |  |  | X |  |  |  |  |  |
| U2 |  |  | X |  |  |  |  |  |
| U3 |  |  | X |  |  |  |  |  |
| K1 |  |  |  |  |  |  |  |  |
| K2 |  |  |  |  |  |  |  |  |
| K3 |  |  |  |  |  |  |  |  |

3.6. Criteria for assessing the achieved learning outcomes

|  |  |  |  |
| --- | --- | --- | --- |
| Learning outcome | Student receiving a grade 3 is able to: | Student receiving a grade 4 is able to: | Student receiving a grade 5 is able to: |
| W | 1. Knows what the design workflow is (wireframe, mockup, prototype) | 1. Knows what the design workflow is (wireframe, mockup, prototype) 2. Knows how to use components 3. Knows how to use artboards | 1. Knows how to use Adobe XD for general design work 2. Knows what the design workflow is (wireframe, mockup, prototype) 3. Knows how to read and interpret a design brief 4. Knows how to use components 5. Knows how to use artboards |
| U | 1. Can design a high fidelity mockup 2. Can export design mockup for further development | 1. Can design a low fidelity wireframe 2. Can design a high fidelity mockup 3. Can export project/assets for further development | 1. Can design a low fidelity wireframe 2. Can design a high fidelity mockup with external graphical assets 3. Can design a prototype with interactions 4. Can export project / assets for further development 5. Can create reusable and scalable interface components |
| K |  |  |  |

3.7. Literature

**Basics**

UI is Communication - Everett N McKay

Designing with the Mind in Mind - Jeff Johnson

Evil by Design - Chris Nodder

**Supplementary**

4. Student’s workload – balance of credits (ECTS)

|  |  |  |
| --- | --- | --- |
| **Activity** | **Student workload** | |
| **Full time studies** | **Part time studies** |
| **CONTACT HOURS (activities that require direct participation of an academic teacher)** | 25 | 25 |
| Participation in lectures | 25 | 25 |
| Consultation (min. 10% of hours provided for any form of classes) | 3 | 3 |
| **STUDENT'S OWN WORK** | 75 | 75 |
| Independent study on the subject of lectures and completion of homework | 15 | 15 |
| Self-preparation for other classes than lecture (project etc.) | 20 | 20 |
| Preparation for evaluation | 25 | 25 |
| Preparation for evaluation and passing an exam | 15 | 15 |
| **TOTAL STUDENT WORKLOAD** | 100 | 100 |
| **Credits (ECTS) for a subject** | 4 | 4 |

|  |  |
| --- | --- |
| Date of last change | 30.11.2021 |
| Zmiany wprowadził | Michał Brogowski |
| Zmiany zatwierdził |  |