

Academic year	2017-18
Subject	11549 - Usability Engineering
Group	Group 1, 1S
Syllabus	B
Language	English

## Subject

<b>Name</b>	11549 - Usability Engineering
<b>Credits</b>	0.72 in-class (18 hours) 2.28 distance (57 hours) 3 total (75 hours).
<b>Group</b>	Group 1, 1S (Campus Extens)
<b>Period</b>	First semester
<b>Language</b>	English

## Lecturers

Lecturers	Office hours for students					
	Starting time	Finishing time	Day	Start date	End date	Office
Cristina Suemay Manresa Yee <a href="mailto:cristina.manresa@uib.es">cristina.manresa@uib.es</a>	16:30	18:00	Thursday	05/02/2018	31/07/2018	221

## Context

This course is given in the first semester of the Master's Degree in Computing Engineering.

In software development, many resources are invested in the design and development of the user interface. In this course, we will describe models, methods and tools to use throughout the development lifecycle to avoid usability problems and to improve the product's quality.

## Requirements

## Skills

The basic competences in master degree studies can be found at [http://www.uib.eu/study/master/basic\\_competences/](http://www.uib.eu/study/master/basic_competences/)

## Specific

- \* CE14- Conceptualize, design, develop and evaluate human-computer interaction in computer products, systems, applications and services.

## Generic

- \* CG1 - Propose, calculate and design products, processes and installations in all areas of computer engineering..
- \* CG8 - Integrate and apply the knowledge acquired and solve problems in new or little-known situations within broader (or multidisciplinary) contexts..

## Basic

\* You may consult the basic competencies students will have to achieve by the end of the Master's degree at the following address: [http://estudis.uib.cat/master/comp\\_basiques/](http://estudis.uib.cat/master/comp_basiques/)

## Content

The course will cover the following topics:

### Theme content

1. Fundamentals of usability
2. Usability engineering life cycle
3. Usability testing

## Teaching methodology

This is a lecture-lab course in which topics are presented by the instructor, practical assignments are explained, and they are completed by students both during lab periods and outside of class.

### In-class work activities

Modality	Name	Typ. Grp.	Description	Hours
Theory classes	Lectures	Large group (G)	Oral presentations given by the instructor on the theory of the course and solving problems.	7
Seminars and workshops	Practical assignments/ Group project	Medium group (M)	Students will solve practical problems. The aim is to facilitate the understanding of the theoretical concepts as well as introducing the students into the practical aspects of the course.	8
Assessment	Oral presentation	Large group (G)	Oral presentation of a case study given by the students	3

At the beginning of the semester a schedule of the subject will be made available to students through the UIBdigital platform. The schedule shall at least include the dates when the continuing assessment tests will be conducted and the hand-in dates for the assignments. In addition, the lecturer shall inform students as to whether the subject work plan will be carried out through the schedule or through another way included in the Campus Extens platform.

### Distance education work activities

Modality	Name	Description	Hours
Group or individual Project self-study		The group project will bring all components of the course together	22

Modality	Name	Description	Hours
Group or individual Research self-study		Students will search, analyze and submit a work on a specified topic	10
Group or individual Study self-study		Students will study the theoretical concepts and will solve proposed practical cases.	25

### Specific risks and protective measures

The learning activities of this course do not entail specific health or safety risks for the students and therefore no special protective measures are needed.

### Student learning assessment

#### Practical assignments/ Group project

Modality	Seminars and workshops
Technique	Papers and projects ( <b>retrievable</b> )
Description	Students will solve practical problems. The aim is to facilitate the understanding of the theoretical concepts as well as introducing the students into the practical aspects of the course.
Assessment criteria	Project (evaluation of CE14, CG1, CG8)

Final grade percentage: 60% with minimum grade 5

#### Oral presentation

Modality	Assessment
Technique	Oral tests ( <b>non-retrievable</b> )
Description	Oral presentation of a case study given by the students
Assessment criteria	Oral presentation (evaluation of CE14, CG8)

Final grade percentage: 20%

#### Research

Modality	Group or individual self-study
Technique	Objective tests ( <b>retrievable</b> )
Description	Students will search, analyze and submit a work on a specified topic
Assessment criteria	Research work (evaluation of CE14, CG1, CG8)

Final grade percentage: 20% with minimum grade 5

### Resources, bibliography and additional documentation

Usability engineering. Jakob Nielsen. Morgan Kaufmann, 1993



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Handbook of Usability Testing,How to Plan, Design, and Conduct Effective Tests, Jeffrey Rubin,Dana Chisnell,Jared Spool. Wiley,2008

Research Methods in Human-Computer Interaction,Jinjuan Heidi Feng,Harry Hochheiser,Jonathan Lazar, Wiley, 2009

Human-Computer Interaction,An Empirical Research Perspective. I. S. MacKenzie, Morgan Kaufmann,2013  
Morgan Kaufmann

