Montgomery County Community College
CIS 119
User Interface/Experience Design
3-2-2

COURSE DESCRIPTION:
This course will teach a student the knowledge and skills required to design and create cohesive and consistent user experiences and simple functional interface design with a focus on maximizing productivity and user satisfaction. Students will learn about interface elements that anticipate what users might need to do and use them to facilitate actions that help with task completion, efficiency, and satisfaction. Students will also learn how to validate the designs created with user testing.

PREREQUISITE(S): CIS 114 Web Design and Development

CO-REQUISITE(S):
None

Upon successful completion of this course, the student will be able to:

LEARNING OUTCOMES	LEARNING ACTIVITIES	EVALUATION METHODS
1. Identify user needs and site objectives.	Lecture/Discussion Hands on Labs Homework Assignments Assigned readings Research	Discussion/Questions Research presentations Quiz
2. Define content requirements and functional specifications.	Lecture/Discussion AV/Multimedia Materials Hands on Labs Homework Assignments Assigned readings Research	Discussion/Questions Research presentations Quiz
3. Create information architecture and interaction design.	Lecture/Discussion Hands on Labs AV/Multimedia Materials Homework Assignments Assigned readings Research	Discussion/Questions Research presentations Quiz
4. Apply interface navigation and information design.	Lecture/Discussion AV/Multimedia Materials Hands on Labs Homework Assignments Assigned readings Research	Discussion/Questions Research presentations Quiz

LEARNING OUTCOMES	LEARNING ACTIVITIES	EVALUATION METHODS
5. Apply visual design.	AV/Multimedia Materials Lecture/Discussion Hands on Labs Homework Assignments Assigned readings Research	Final skills based assessment Final project and presentation

At the conclusion of each semester/session, assessment of the learning outcomes will be completed by course faculty using the listed evaluation method(s). Aggregated results will be submitted to the Associate Vice President of Academic Affairs. The benchmark for each learning outcome is that *70% of students will meet or exceed outcome criteria.*

SEQUENCE OF TOPICS:
1. User Experience and its importance
2. Principles of User Interface design
3. Technical functionality and visual elements
4. Choosing interface elements
5. Design research
6. Product objectives and user needs
7. Interaction design and information architecture
8. Wireframing and prototyping
9. Usability testing
10. Interface, navigation and information design
11. Visual design
12. Dynamic design and accessibility
13. Build validation into Interface design

LEARNING MATERIALS:

Krug, Steve. (2014) Don't Make Me Think Revisited, A Common Sense Approach to Web Usability (3rd ed) New Riders ISBN 978-0321965516

OER Resources

Adobe XD Software Subscription

COURSE APPROVAL:
Prepared by: Anil Datta   Date: 11/7/2015
VPAA/Provost or designee Compliance Verification:
          Victoria L. Bastecki-Perez, Ed.D.   Date: 11/7/2015

Prepared by: Angela Cavaliere, Marie Hartlein and Matt Krause   Date: 10/22/2019
VPAA/Provost or designee Compliance Verification: Date: 10/22/2019

This course is consistent with Montgomery County Community College's mission. It was developed, approved and will be delivered in full compliance with the policies and procedures established by the College.