WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
BASIC COURSE INFORMATION

COURSE TITLE: User Centered Design
COURSE NUMBER: WIS 370

All courses are open to students from all colleges. Only where a course is preceded by an introductory course is there a need to observe a prerequisite. However, students might benefit from prior knowledge in some of the courses, see the course catalog for more information.

I. MAJOR INSTRUCTIONAL GOALS:

Goal A: Students will learn the process of interaction design.

Learning Outcome: Students will understand the basic concepts of designing interactive products, as well as how to integrate the process of interactive design into the software development lifecycle.

Learning Activities: Assigned readings, classroom discussion, lab exercises, and homework assignments.

Learning Assessment: Lab exercises, homework assignments, and exams.

Goal B: Students will be able to gather and analyze requirements.

Learning Outcome: Students will be able to effectively gather requirements and analyze their importance and impact on the overall interface design.

Learning Activities: Assigned readings, classroom discussion, lab exercises, and homework assignments.

Learning Assessment: Lab exercises, homework assignments, and exams.

Goal C: Students will be able to create interactive prototypes.

Learning Outcome: Students will be introduced to the prototyping process.

Learning Activities: Assigned readings, classroom discussion, lab exercises, and homework assignments.

Learning Assessment: Lab exercises, homework assignments, and project.

Goal D: Students will learn to evaluate interactive interfaces.

Learning Outcome: Students will learn a framework for evaluating interactive interfaces and will gain experience applying this evaluation framework to interactive designs.
Learning Activities: Assigned readings, classroom discussion, lab exercises, and homework assignments.

Learning Assessment: Lab exercises, homework assignments, exams, and project.

II. SUPPLEMENTARY GOALS:

Students will learn to perform research using the library resources by completing an advanced library orientation.

III. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.

Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.