A. Course Description

Credits: 4

Lab Hours/ Weeks: Corequisites: None

Lecture Hours/ Week:

MnTC Goals: None

This course provides students with advanced knowledge and skills in designing user experience. Students learn how to discover user needs and desires, conceptualize user-centered designs, and test design solutions. Classes will cover latest industry trends, scholarship, and emerging technologies in user experience.

B. Course Effective Dates: 05/03/2017 - Present

C. Outline of Major Content Areas:

See Course Description for major content areas.

D. Learning Outcomes (General)

1. To enhance the user experience.
2. To incorporate latest breakthroughs in HCI.
3. To do interaction design effectively.
4. To use user cognition framework.
5. To choose most usable interaction among alternatives.
6. To use scenarios in creating a design.
7. Ability to apply evaluation methods to test and measure usability.
8. Ability to design disabilities accommodation in accordance to regulations.
9. Ability to apply fundamentals of social media communication.
10. Ability to structure a data presentation for maximum understandability.
11. Ability to use modern user interaction interface development tools.
12. Demonstrate expertise in reading peer reviewed papers in field of HCI and explain them in writing.

E. Learning Outcomes (MN Transfer Curriculum)

This contains no goal areas.

G. Special Information

Prerequisites: Admission to the Master of Science CS program, or permission of instructor. Note: Students are responsible to both be aware of and abide by prerequisites for ICS courses for which they enroll, and will be administratively dropped from a course if they have not met prerequisites.