



KINGDOM OF SAUDI ARABIA  
IMAM MOHAMMAD IBN SAUD ISLAMIC UNIVERSITY  
COLLEGE OF COMPUTER AND INFORMATION SCIENCES  
INFORMATION SYSTEMS DEPARTMENT  
BACHELOR IN INFORMATION SYSTEMS

المملكة العربية السعودية  
جامعة الإمام محمد بن سعود الإسلامية  
كلية علوم الحاسب والمعلومات  
قسم نظم المعلومات  
بكالوريوس نظم المعلومات

## SYLLABUS

### IS1374: User Experience

<b>CREDIT HOURS</b>	<b>3 credit hours</b>	<b>PREREQUISITE</b>	<b>IS1220</b>
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<b>Instructor:</b>
<b>Contact information and office hours</b>
<b>Office No:</b> To be announced (TBA)
<b>Office Hours:</b> TBA
<b>E-mail:</b> _____@imamu.edu.sa

<b>COURSE DESCRIPTION</b>
In order to create user experiences that are simultaneously intuitive, informative, and satisfying, students are challenged in this course to combine logical thinking with design intuition and validate these design choices with data. The goal is to create a humanized interface to the rigid computing system that obscures complexity, distills information for consumption, and affords the viewer a better understanding of conveyed information. In order to achieve this, students will learn the principles of research design and validation, as well as methods for acquiring and analyzing qualitative data.

COURSE LEARNING OUTCOMES (CLOs)		Aligned SOs
1	<b>Knowledge and Understanding</b>	
1.1	Describe the concepts of user differences, user experience and collaboration	1(I)
1.2	List information about users into useful summaries	1(I)
1.3	State the differences between usability and user experience	1(I)
1.4	Define the process of user experience design as a cyclical, iterative process	1(P)
1.5		
2	<b>Skills :</b>	



2.1	Develop an appreciation for concepts and sensibilities of user experience design	4(A)
2.2	Analyze an interaction design problem	2(I)
2.3	Demonstrate skills for low-fidelity prototyping	2(I)
2.4	Compare the strengths and weaknesses of a variety of prototyping methods	2(I)
2.5		
<b>3</b>	<b>Values:</b>	
3.1		
3.2		
3.3		
3.4		
3.5		

TEACHING Strategies
Lectures Self-Learning

No	List of Topics	Contact Hours	Self-Learning
1	Introduction to the User Experience (UX)	3	
2	Designing for human emotions	6	2
3	Designing for human's cognitive capacity	6	
4	Designing for users' needs	3	2
5	Designing for errors' possibilities	3	2
6	Design thinking	6	
7	UX in practice	6	
8	Project Discussions	3	
9			
10			
11			
12			
<b>Total</b>		<b>36</b>	<b>6</b>

TEXT BOOK
Measuring the User Experience: Collecting, Analyzing, and Presenting Usability Metrics (Interactive Technologies) 2nd Edition By: William Albert; Thomas Tullis Publisher: Morgan Kaufmann



Pub. Date: May 23, 2013

Print ISBN-13: 978-0-12-415781-1 Web ISBN-13: 978-0-12-415792-7

Pages in Print Edition: 320

#### REFERENCES

Course Assessment Methods			
No	Assessment Method	Due Week	% of Total Assessment
1	Quiz	4	10
2	Assignment	9	10
3	Midterm	7	20
4	Project / Lab Exam	11	20
5	Final Exam	13	40