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 بـن سعود الإسلامية
كلية علوم الحاسب والمعلومات
قسم نظم المعلومات
بكالوريوس نظم المعلومات

SYLLABUS

IS 1478: *Selected Topics in User Experience.*

PREREQUISITE	*IS 1340*	CREDIT HOURS	3

Instructor: TBA
Contact information and office hours

Office No: TBA

Office Hours: **TBA**

 E-mail: TBA

COURSE DESCRIPTION

This course provides an introduction to User Experience (UX), the foundation of UX design and how to appreciate the capabilities of doing well design products that connect to people, the UX best practices, and design thinking. The course covers, the basic principles of the interaction design in real world, some basic psychological concepts from areas such as cognitive psychology and how the tied to the UX, the UX best practices and how to know and understand people and their need, and design thinking process.

	COURSE LEARNING OUTCOMES (CLOs)	Aligned SOs
1	**Knowledge and Understanding**	
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)
2	**Skills :**	
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)
3	**Values:**	

3.1	Function effectively on teams to accomplish a common goal.	5 (I)
3.2	Communicate effectively in oral and written form	3 (I)

TEACHING Strategies

Lectures
Self learning

List of Topics to be Covered

No	List of Topics	Contact Hours
١	Introduction to the User Experience (UX)	3
٢	Designing for human emotions	6+3
٣	Designing for human's cognitive capacity	3+3
٤	Designing for users' needs	6
5	Designing for errors' possibilities	3
6	Design thinking	6
7	UX in practice	6
8	Project Discussions	3
Total		٣6+6(SL)

TEXT BOOK

- *The Design of Everyday Things: Revised and Expanded Edition by Don Norman, ISBN: 9780465050659*

- *Understanding Your Users: A Practical Guide to User Research Methods (Interactive Technologies) 2nd Edition, by Kathy Baxter, Catherine Courage, and Kelly Caine, ISBN: 0128002328.*

REFERENCES

Natoli, Joe. Think First: My No-Nonsense Approach to Creating Successful Products, Memorable User Experiences + Very Happy Customers. BookBaby, 2015.

Course Assessment Methods			
No	Assessment Method	Due Week	%Total Assessment
1	Quiz	4	10
2	Assignment	8	10
3	Midterm	7	20
4	Project / Lab Exam	12	20
5	Final Exam	13	40