



Information Systems Department

Course Syllabus

IS372 – User Experience

Catalog Description: This course provides an introduction to User Experience that covers The Role of Design, A Sketch of the Process, The Cycle of Innovation, The Anatomy of Sketching, Experience Design vs. Interface Design, Sketching Interaction, Sketches are not Prototypes, Annotation: Sketching on Sketches, Design Thinking & Ecology, Simple Animation and Extending Interaction: Real and Illusion.

Credit Hours: 3 Credit hours: 3 Lectures per week 0 Labs. per week 0 Recitation per week

Prerequisites: IS220

Course Learning Outcomes:

1. Describe the concepts of user differences, user experience and collaboration as Describe useful information about users and activities through asking, looking, learning, and trying
2. List information about users into useful summaries with affinity diagrams
3. State the differences between usability and user experience
4. Explain the process of user experience design as a cyclical, iterative process
5. Develop an appreciation for concepts and sensibilities of user experience design
6. Analyze an interaction design problem and propose a user-centered process, justifying the process and identifying the trade-offs
7. Write skills for low-fidelity prototyping and describe the strengths and weaknesses of a variety of prototyping methods
8. Function effectively on teams to accomplish a common goal.
9. Present a topic in a compelling manner.

Major Topics:

- Introduction to the User Experience
- The Role of Design, A Sketch of the Process
- Study of Major Phenomena Related to Interactive Systems
- The Cycle of Innovation, The Anatomy of Sketching, Experience Design vs. Interface Design, Sketching Interaction
- Sketches are not Prototypes, Annotation: Sketching on Sketches
- Design Thinking & Ecology, Simple Animation and Extending Interaction: Real and Illusion
- Project Discussions



Information Systems Department

Course Syllabus

IS372 – User Experience

Text Books: Sketching User Experiences: Getting the Design Right and the Right Design (Interactive Technologies) 1st Edition by Bill Buxton , ISBN-13: 978-0123740373, ISBN-10: 0123740371

Grading: The grading scale for this course is:

- 95 - 100 A+ Passing
- 90 - 94 A Passing
- 85 - 89 B+ Passing
- 80 - 84 B Passing
- 75 - 79 C+ Passing
- 70 - 74 C Passing
- 65 - 69 D+ Passing
- 60 - 64 D Passing
- 0 - 59 F Failing

Final grades will be determined based on the following components:

- . 60% Semester Work
- . 40% Final Exam

Students may not do any additional work for extra credit nor resubmit any graded activity to raise a final grade.

Late submissions will not be accepted for any graded activity for any reason.

Students have one week to request the re-grading of any semester work.

Attendance Policy: Students should attend 80% of the overall course hours taught in the semester as per the University regulations.

If a student fails to achieve this portion, he/she shall not be allowed to appear in the final exam and shall be awarded “DN” grade and repeat the course.

Cheating and Plagiarism Policy: The instructor will use several manual and automated means to detect cheating and/or plagiarism in any work submitted by students for this course.

When a student is suspected of cheating or plagiarism, the instructor raises the issue to the disciplinary committee.



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Communications: Registered students will be given access to a section of the Learning Management System (LMS) for this course. LMS will be used as the primary mechanism to disseminate course information, including announcements, lecture slides, assignments, and grades.

Communication with the instructor on issues relating to the individual student should be conducted using CIS email, via telephone, or in person.