# **COURSE DETAIL**

# **USABILITY AND USER EXPERIENCE DESIGN**

### **Country**

Italy

#### **Host Institution**

University of Bologna

### Program(s)

University of Bologna

### **UCEAP Course Level**

**Upper Division** 

## **UCEAP Subject Area(s)**

**Computer Science** 

#### **UCEAP Course Number**

179

#### **UCEAP Course Suffix**

#### **UCEAP Official Title**

USABILITY AND USER EXPERIENCE DESIGN

### **UCEAP Transcript Title**

**USABILTY&USER DSIGN** 

## **UCEAP Quarter Units**

6.00

#### **UCEAP Semester Units**

4.00

### **Course Description**

This course is part of the Laurea Magistrale degree program and is intended for advanced level students. Enrollment is by consent of the instructor. The course content is divided into three distinct parts. The first part of the course discusses the evolution of the discipline from Human Computer Interaction to User Experience Design, focusing on the human, the computer, and their interaction. The second part of the course is on usability analysis and design, topics include a systematic discussion of the techniques and standards for the management of the process of user experience design, with particular attention to the phases of usability analysis (with and without the participation of users), and the user- and goal-oriented usability design methodologies. The third part of the course examines the guidelines, patterns, and methods for usability design. During this section the course discusses, with historical aspects, the framework on which the concrete aspects of usability design is based, and strong attention is given to the problem of usability for web applications and mobile apps.

## Language(s) of Instruction

English

### **Host Institution Course Number**

90720,85573

#### **Host Institution Course Title**

USABILITY AND USER EXPERIENCE DESIGN

### **Host Institution Campus**

**BOLOGNA** 

## **Host Institution Faculty**

## **Host Institution Degree**

LM in ARTIFICIAL INTELLIGENCE

## **Host Institution Department**

Computer Science and Engineering

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