T-104
2022

Course Specification
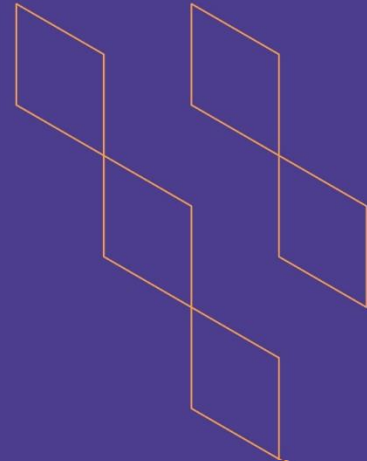
Course Title:	**User Interface Design**
Course Code:	**IS1255**
Program:	**Computer Information Systems**
Department:	**Computer Information Systems**
College:	**Computer Science & Information Technology**
Institution:	**Al-Baha University**
Version:	**v1.0**
Last Revision Date:	**24-5-2023**

Table of Contents:

A. General information about the course:

Course Identification	
1. Credit hours:	4 Credit Hours (3, 2, 0) (Lecture, Lab, Tutorial) (5 Contact Hours)

2. Course type

a.	University ☐	College ☐	Department ☒	Track☐	Others☐
b.	Required ☒	Elective☐			

3. Level/year at which this course is offered:	6th Level/ 2nd Year

4. Course general Description:

This course is aimed at providing students with an in-depth understanding of the principles, concepts, and techniques for designing effective and engaging user interfaces. Throughout the course, students will explore various aspects of user interface design, including information architecture, navigation, layout, aesthetics, mobile interfaces, and atomic design. Alongside the theoretical knowledge, students will also gain hands-on experience in the lab, where they will create and test responsive designs, build components, and develop prototypes using industry-standard tools and methodologies.

5. Pre-requirements for this course (if any): None

6. Co- requirements for this course (if any): None

7. Course Main Objective(s)

The course aims to introduce:

1. The principles of user-centered design and the importance of designing for people.
2. The importance of organizing content and application structure, and how to create effective navigation and wayfinding systems.
3. The way of designing layouts that are visually appealing and easy to use.
4. The importance of visual style and aesthetics in creating a cohesive and engaging user interface.
5. The knowledge of designing interfaces for mobile devices and responsive design.
6. The way to create consistent designs using grids, colors, and typography.
7. The importance of creating user flows, personas, and mood boards.
8. The way to create wireframes and prototypes to test and refine designs.
9. The way to design and build components and variants for a flexible and scalable user interface.
10. The way to export assets and share prototypes with stakeholders.

1. Teaching mode (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1.	Traditional classroom	30	60%
2.	E-learning		

No	Mode of Instruction	Contact Hours	Percentage
3.	Hybrid • Traditional classroom • E-learning		
4.	Distance learning		
5.	Lab	20	40%

2. Contact Hours (based on the academic semester)

No	Activity	Contact Hours
1.	Lectures	30
2.	Laboratory/Studio	20
3.	Field	
4.	Tutorial	
5.	Others (specify)	
	Total	50

B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
1.0	Knowledge and understanding			
1.1	Explain user-centered design principles and their application in creating effective user interfaces.	K1	- Lectures	*Direct Assessment Tool* Midterm Final exam *Indirect Assessment Tool* Course Exit Survey
1.2	Describe the role of information architecture, navigation, layout, and aesthetics in user interface design.	K2	- Lectures	*Direct Assessment Tool* Midterm Final exam *Indirect Assessment Tool* Course Exit Survey
1.3	Identify various components, patterns, and design systems used in user interface design across different platforms.	K1	- Lectures	*Direct Assessment Tool* Midterm Final exam *Indirect Assessment Tool* Course Exit Survey
2.0	Skills			

Code	Course Learning Outcomes	Code of CLOs aligned with program	Teaching Strategies	Assessment Methods
2.1	Create user personas, moodboards, and user flows to inform interface design.	S1	▪ Tutorials ▪ Lectures ▪ Task-based learning ▪ Lab work ▪ Project	*Direct Assessment Tool* Lab work (rubric) Project (rubric) *Indirect Assessment Tool* Course Exit Survey
2.2	Develop wireframes and prototypes using industry-standard tools and techniques.	S1	▪ Tutorials ▪ Lectures ▪ Task-based learning ▪ Lab work ▪ Project	*Direct Assessment Tool* Lab work (rubric) Project (rubric) *Indirect Assessment Tool* Course Exit Survey
2.3	Design responsive user interfaces that adapt to different screen sizes and devices.	S2	▪ Tutorials ▪ Lectures ▪ Task-based learning ▪ Lab work ▪ Project	*Direct Assessment Tool* Lab work (rubric) Project (rubric) *Indirect Assessment Tool* Course Exit Survey
2.4	Evaluate and refine user interfaces based on feedback and user testing.	S1	▪ Tutorials ▪ Lectures ▪ Task-based learning ▪ Lab work ▪ Project	*Direct Assessment Tool* Lab work (rubric) Project (rubric) *Indirect Assessment Tool* Course Exit Survey
3.0	Values, autonomy, and responsibility			
3.1	Recognize the importance of teamwork, collaboration, and communication in the design process, including the ability to give and receive constructive feedback.	V2	-Small Groups	*Direct Assessment Tool* Lab work (rubric) Project Presentation (rubric) *Indirect Assessment Tool* Course Exit Survey

C. Course Content

No	List of Topics (Lectures)	Contact Hours
1.	Designing for People	3
2.	Organizing the Content: Information Architecture and Application Structure	3
3.	Getting Around: Navigation, Signposts, and Wayfinding	3
4.	The layout of Screen Elements	3
5.	Visual Style and Aesthetics	3
6.	Mobile Interfaces	3
7.	Lists of Things	3
8.	Doing Things: Actions and Commands	3

No		Contact Hours
9.	Getting Input from Users: Forms and Controls	3
10.	User Interface Systems and Atomic Design	3
Total		30

No	List of Topics (Lab)	Contact Hours
1.	Structuring Moodboards, Personas, and User Flows	2
2.	Wireframing	2
3.	Designing Consistently Using Grids, Colors, and Typography	2
4.	Creating a Responsive Interface	2
5.	Building Components and Variants	3
6.	User Interface Design on Tablet, Desktop and the Web	2
7.	Prototyping with Transitions, Smart Animate, and Interactive Components	3
8.	Testing and Sharing Prototype	2
9.	Exporting Assets	2
Total		20

D. Students Assessment Activities

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
1.	Lab work	Weekly	20%
2.	Midterm Exam	6	20%
3.	Final Project and Presentation	11	20%
4.	Final Exam	12	40%

*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.)

E. Learning Resources and Facilities
1. References and Learning Resources

Essential References	• Jenifer Tidwell, Charles Brewer and Aynne Valencia–Brooks. Designing Interfaces: Patterns for Effective Interaction Design. O'Reilly Media, 2020. • Fabio Staiano. Designing and Prototyping Interfaces with Figma: Learn essential UX/UI design principles by creating interactive prototypes for mobile, tablet, and desktop. Packet Publishing, 2022.
Supportive References	• Shneiderman, Ben, and Catherine Plaisant. Designing the User Interface: Strategies for Effective Human-Computer Interaction. 6th ed., Pearson, 2016.
Electronic Materials	• Access to the Saudi Digital Library (SDL). • Using the learning management system of the university – Rafid System (https://lms.bu.edu.sa/).

Other Learning Materials	• Nielsen Norman Group: https://www.nngroup.com/

2. Required Facilities and equipment

Items	Resources
facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	• A classroom or lecture hall with whiteboard for 25 students. • A laboratory with 25 computers.
Technology equipment (projector, smart board, software)	- A digital image projection system with connection to desktop computer and laptop computer. - A computer with software programs for UI design as Sketch, and Figma.
Other equipment (depending on the nature of the specialty)	None

F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of teaching	• Students • Faculty • Peer Reviewers • Program Leader • Course Coordinator	• Surveys (indirect). • Direct feedback from students. • Course evaluation by Peer Reviewers (indirect). • Comprehensive Course report (where we can find information about teaching difficulties and action plan, …)
Effectiveness of students assessment	• Students • Faculty • Peer Reviewers • Program Leader • Exam Evaluation Committee • Course Coordinator	• Surveys (indirect). • Direct feedback from students. • Course evaluation by Peer Reviewers (indirect). • Exam evaluation by the Exam Evaluation Committee (indirect)
Quality of learning resources	• Students • Faculty • Peer Reviewers • Course Coordinator	• Surveys (indirect) • Course evaluation by Peer Reviewers (indirect). • Comprehensive Course report (where

Assessment Areas/Issues	Assessor	Assessment Methods
		we can find information about difficulties and challenges about learning resources as well as consequences and action plan, …)
The extent to which CLOs have been achieved	• Faculty • Program Leader • Course Coordinator	• Student Results (direct) • Comprehensive Course report (where we can find the CLO assessment results)

Assessor (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify)
Assessment Methods (Direct, Indirect)

G. Specification Approval Data

COUNCIL /COMMITTEE	Curriculum Committee Meeting
REFERENCE NO.	
DATE	March 28, 2023