UCLouvain

lcomu1327

2020

Due to the COVID-19 crisis, the information below is subject to change, in particular that concerning the teaching mode (presential, distance or in a comodal or hybrid format).

5 credits	22.5 h	Q1

Teacher(s)	Zen Mathieu ;
Language :	French
Place of the course	Louvain-la-Neuve
Prerequisites	*The prerequisite(s) for this Teaching Unit (Unité d'enseignement – UE) for the programmes/courses that offer this Teaching Unit are specified at the end of this sheet.*
Aims	*The contribution of this Teaching Unit to the development and command of the skills and learning outcomes of the programme(s) can be accessed at the end of this sheet, in the section entitled "Programmes/courses offering this Teaching Unit".*
Evaluation methods	**Due to the COVID-19 crisis, the information in this section is particularly likely to change.** Formative assessment including group assignments and knowledge tests. The validation of credits associated with this cours requires the success of each of these activities. All relevant information related to these terms and conditions is avalaible on Moodle.
Teaching methods	**Due to the COVID-19 crisis, the information in this section is particularly likely to change.** Hybrid teaching combining lectures, practical work and teaching by project. Teaching will be on site or online depending on the health conditions.
Content	• From usability to user experience • Research-based web usability guidelines • Heuristic evaluation • Prototyping • Experimentation (quantitative research method) • Survey (qualitative research method) • User interface aesthetics
Inline resources	Moodle : slides, bibliography, assignment, evaluation criteria grids Web : videos, blogs, web apps, websites
Bibliography	DONDIS, D. A. A Primer for Visual Literacy, vol. 3. The MIT Press, June 1973. GALITZ, W. O. The Essential Guide to User Interface Design : An Introduction to GUI Design Principles and Techniques. John Wiley & Sons, 2002. NGO, D. C. L., TEO, L. S., AND BYRNE, J. G. Modelling interface aesthetics. Information Sciences 152 (2003), 25–46. NIELSEN, J. Designing web usability: The practice of simplicity. New Riders Publishing, 1999. NORMAN, D. A. Emotional design: Why we love (or hate) everyday things. Basic books, 2005. REINECKE, K., AND GAJOS, K. Z. Quantifying visual preferences around the world. In Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (2014), ACM, pp. 11–20. SALIMUN, C., PURCHASE, H. C., SIMMONS, D. R., AND BREWSTER, S. The effect of aesthetically pleasing composition on visual search performance. Proc. 6th Nord. Conf. Human-Computer Interact. Extending Boundaries - Nord. '10 (2010), 422 TRACTINSKY, N., A.S KATZ, AND IKAR, D. What is beautiful is usable. Interact. Comput. 13, 2 (Dec. 2000), 127–145. VANDERDONCKT, J., AND GILLO, X. Visual techniques for traditional and multimedia layouts. In Proc. Work. Adv. Vis. interfaces (1994), ACM, pp. 95–104.
Other infos	Some teaching resources are in English
Faculty or entity in charge	ESPO

Programmes containing this learning unit (UE)

Program title	Acronym	Credits	Prerequisite	Aims
Minor in Information and Communication	MINCOMU	5		
Bachelor in Information and Communication	COMU1BA	5	LCOMU1226 AND LCOMU1239	
Minor in numerical technologies and society	MINSTIC	5	LCOMU1239 OR LCOMU1238	