



5 credits

22.5 h

Q1

Teacher(s)	Kieffer Suzanne ;Zen Mathieu (compensates Kieffer Suzanne) ;
Language :	French
Place of the course	Louvain-la-Neuve
Prerequisites	<i>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.</i>
Aims	<i>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".</i>
Evaluation methods	Due to the COVID-19 crisis, the information in this section is particularly likely to change. Formative assessment based on group assignments (60% final grade) with an exam in January (40% final grade). In September (second session), individual work based on the results obtained in the first term, to be handed in on the first day of the session. All useful information about these modalities is available 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 and mobility conditions.
Content	<ul style="list-style-type: none"> • 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 (asynchronous): course slides, bibliographical resources, calendar, templates and rubrics, exercises, tests, assignments, peer-reviewed workshops Microsoft Teams (live): calendar, meetings, documents, discussion, lecture notes Web links: explanatory videos, websites, online software
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
Bachelor in Information and Communication	COMU1BA	5	LCOMU1226 AND LCOMU1239	
Minor in numerical technologies and society	MINSTIC	5	LCOMU1239 OR LCOMU1238	
Minor in Information and Communication	MINCOMU	5		