

CSE3201 Designing Human Centered Software

COURSE INFORMATION

Prerequisites	Academic Year & Level		Teaching Methods			Credit Hrs.
	Year	Semester	Lecture	Tutorial	Laboratory	
CSE2001	3	6	2	2	0	3

COURSE AIM

- Model a proposed system using appropriate techniques that represent the human-computer interaction from various SE-HCI perspectives with an emphasis on the user experience (UX).
- Design a software system to maximize usability and utility, using appropriate design techniques.
- Prepare a usability test plan, including appropriate methodology, procedures, and statistical analysis techniques.
- Perform a usability evaluation and the subsequent data analysis with appropriate statistical techniques and tools.
- Describe the degree of usability of a project and the steps to address usability gaps in their project.
- Describe the potential social and ethical impacts regarding the usability of software systems.

COURSE WEEKLY CONTENTS

- 1 Introduction to UX+ UX and Software Engineering +UX Life cycle
- 2 Contextual Inquiry + Contextual Analysis
- 3 Contextual Analysis (cont.) + UX Design and critique + Design Requirements
- 4 Design Modeling
- 5 Design Thinking + Conceptual Design
- 6 Design Production + Prototyping
- 7 Evaluation Introduction + Cognitive Walkthrough
- 8 Affordances
- 9 Design Guidelines
- 10 Design Guidelines (cont.) + Heuristic Evaluation
- 11 Usability Testing + Evaluation Analysis and Reporting
- 12 Information Visualization (Colors, Icons, Text, Grouping)
- 13 Universal Usability + Internationalization
- 14 Sustainable Design Strategies
- 15 Special Topics (Designing Smart Wearable Systems/ Designing Gamified Systems)

STUDENT GRADING & ASSESSMENT

Weeks	Exams	Assign.	Quizzes	Reports	Present.	Lab.	Total
1 to 7	←		30	MARKS		→	30
8 to 12	←		20	MARKS		→	20
1 to 15	←		10	MARKS		→	10
16 or 17	40	Final					40

REFERENCES

Textbook Universal Principles of Design by Lidwell, Holden & Butler .