



Course Specification

(Bachelor)

Course Title: **User Interface Design**

Course Code: **APCS3211**

Program: **Programming and Computer Science**

Department: *Enter Department Name .*

College: **Applied College**

Institution: **Umm Al-Qura university**

Version: **1**

Last Revision Date: **January, 2025**



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A. General information about the course:

1. Course Identification

1. Credit hours: (3)

2. Course type

A. ☐ University ☐ College ☒ Department ☐ Track ☐ Others
B. ☒ Required ☐ Elective

3. Level/year at which this course is offered: 3rd level – 2nd year

4. Course General Description:

To introduce the student to the principles of designing an interface that follows a smooth workflow. Also, provides the students with the knowledge of different interfaces requirements that leads to effective design decisions. Finally, students would be able to identify Usability characteristics and evaluate a given interface

5. Pre-requirements for this course (if any):

6. Co-requisites for this course (if any):

7. Course Main Objective(s):

Giving the student a sufficient information and skills that help in dealing with :

1. Understand the principles of interaction design and Usability
2. Apply the User-centered Design process to identify system requirements
3. The iterative process of building and editing prototypes
4. Evaluate interface components from a Usability perspective

2. Teaching mode (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	4	100%
2	E-learning		
3	Hybrid <ul style="list-style-type: none"> Traditional classroom E-learning 		
4	Distance learning		



3. Contact Hours (based on the academic semester)

No	Activity	Contact Hours
1.	Lectures	2*15
2.	Laboratory/Studio	2*15
3.	Field	
4.	Tutorial	
5.	Others (specify)	
Total		

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

Code	Course Learning Outcomes	Code of PLOs aligned with the program	Teaching Strategies	Assessment Methods
1.0	Knowledge and understanding At the end of this course the student will be able to :			
1.1	To design, implement a prototype and evaluate with and without users the front-end of a system.	K3	<ul style="list-style-type: none">Lectures.Whole group discussions	<ul style="list-style-type: none">Short quizzesHomework assignmentsWritten exam
1.2	To be able to use the state of art user-centered design principles, techniques, and tools.			
2.0	Skills			
2.1	To develop basic thinking skills in creative problem solving, innovation and human-centered design.	S3	<ul style="list-style-type: none">Lectures.TutorialSolved examplesWhole group discussions	<ul style="list-style-type: none">Short quizzesWritten examHomework assignments
2.2	To develop attention to user's needs, their design implications	S3		



Code	Course Learning Outcomes	Code of PLOs aligned with the program	Teaching Strategies	Assessment Methods
	and impact on user experience.			
2.3	To use design language to communicate effectively designed user interface and it's rational to stakeholders in a persuasive way.	S3		
2.4	To write technical reports documenting different stages and components of the design and evaluation.	S1		
2.5	To use different forms of technology to develop prototypes	S3		
3.0	Values, autonomy, and responsibility			
3.1	Work cooperatively in a small group environment.	V3	<ul style="list-style-type: none"> • Small group work. • Research activities • Class Activities 	<ul style="list-style-type: none"> • Observations • Group assignments • Reports
3.2	Manage self-learning by collecting and classifying information on a specific topic.	V2		

C. Course Content

No	List of Topics	Contact Hours	
		Theory	Lab
1	Course enrollment including course contents, topics, textbook, references, methods of evaluation and due dates. Introducing the Application and websites used in the practical lab sessions	2	2





2	Introduction to Interaction Design and its relation to human-computer interaction.	4	4
3	The process of interaction design (User-Centered Approach in Design Process)	2	2
4	Understand and conceptualizing interaction.	2	2
5	Types of user interfaces.	4	4
6	Data gathering, data analysis, interpretation and presentation.	4	4
7	Identifying Needs and Establishing Requirements.	4	4
8	Prototyping in Design. Different Media formats 1- Static Graphic 2D Graphics: • Raster Graphics. • Vector Graphics. 2- Clickable Graphic 3- Video infographic 4- Color Theory	6	6
9	Evaluation methods and usability testing.	2	2
Total		30	

D. Students Assessment Activities

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
1.	Assignment	5 - 10	10
2.	Quiz	4 - 9	10
3.	Mid-term Exam Theory	7	20
4.	Project	14	20
5.	Final Exam Theory	16	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	<ul style="list-style-type: none"> Human-Computer interaction, By Alan Dix, Janet Finlay, Gregory D. Abowd, Russell Beale Yvonne Rogers, Helen Sharp, Jenny Preece. Interaction Design: Beyond Human - Computer Interaction
Supportive References	Course notes on the university E-learning web-site





Electronic Materials	Paper Prototyping Helper Kit: http://www.userfocus.co.uk/resources/prototype.html
Other Learning Materials	

2. Required Facilities and equipment

Items	Resources
facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	Lecture room (max 40 students) Computer lab (max 20 students)
Technology equipment (projector, smart board, software)	Overhead projector, internet connection, and Figma
Other equipment (depending on the nature of the specialty)	N.A.

F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of teaching	Students	Questionnaire of course quality (Indirect)
Effectiveness of Students assessment	Peer reviewers	<ul style="list-style-type: none"> Random grading report Test Completion report for test Standards (Direct)
Quality of learning resources	Students	E-Survey of sufficiency of learning resources (Indirect)
The extent to which CLOs have been achieved	Instructor, Program leaders and Course coordinator	Check the results of quizzes, mid-term and final exams. (Direct)
Other		

Assessors (Students, Faculty, Program Leaders, Peer Reviewers, Others (specify))

Assessment Methods (Direct, Indirect)

G. Specification Approval

COUNCIL /COMMITTEE	Umm Al-Qura University Council
REFERENCE NO.	851141114462/190365





DATE

1446/11/22

