Interface Design Methodology

SPRING, 2026

INSTRUCTOR: Lee GU

OFFICE: N525

EMAIL: lee.gu@scupi.cn

OFFICE HOURS: Wednesday 11:30-13:30

LECTURES: S202

RECITATION: TBD

TEXTBOOK: "Designing Interfaces" by Jenifer Tidwell

TEACHING ASSISTANT:

Ciliang Shao & Xiaoding Shao

PREREQUISITE:

Comprehensive Knowledge on computer program language, Introduction to Software Engineering, and database.

DESCRIPTION:

This course will cover the basic technology on human computer interaction .user experience and user interface. In user interface design, the designers are faced with many questions regarding appearance, content, modalities and functionalities of the interface. In this course user interface patterns, which are essentially reusable software components, are introduced as the cornerstone in a user centric design methodology. , visual, gestural, tactile, audio and unconventional user interfaces are discussed systematically. Class projects enable the students to apply the user interface patterns to the design of interfaces for mobile applications.

COURSE OBJECTIVES:

Students develop familiarity with UI design concepts, terminologies, principles, theories, framework, and practice; They can apply proper principles, theories and methods to their UI/UX research and gain hands-on experience in system design; Students know how to effectively evaluate UI/UX design and generate evaluation deliverables.

LEARNING OUTCOMES FOR THIS COURSE:

1) Understand basic knowledge on the scope of Interface Design Methodology.

2) Build skills on working with principles, theories and methods to their UI/UX research and gain hands-on experience in system design.

3) Gain experience and practical techniques to write programs for Interface Design.

GRADE DETERMINATION:

EXAMS: 50%

PROJECTS: 40%

ATTENDANCE and DISCUSSION: 10%

MATERIAL COVERED: The sequence of the sections covered in this class is:

Week	Contents	Descriptions
1	Introduction	
2	human - computer	
	Interaction	
4	Interaction Design Basics	
5	Design Rules	
6	Project representation1	
7	Implementation and Evaluation	
8	Universal Design and User support	
9	Communication and task models	
10	Notations Design and System Models	

11	Interface Design Issues1	
12	Interface Design Issues2	
13	User Interface (UI) Design1	
14	User Interface (UI) Design2	
15	Group Presentation	
16	Project Representation	
17	Final Exam	