

# Prototyping - course description

General information	
Course name	Prototyping
Course ID	14.2-WP-SOCDA-PRO
Faculty	<a href="#">Faculty of Social Sciences</a>
Field of study	Sociology
Education profile	academic
Level of studies	Second-cycle studies leading to MS degree
Beginning semester	winter term 2020/2021

Course information	
Semester	3
ECTS credits to win	2
Course type	obligatory
Teaching language	polish
Author of syllabus	<ul style="list-style-type: none"><li>dr hab. Dorota Szaban, prof. UZ</li></ul>

Classes forms					
The class form	Hours per semester (full-time)	Hours per week (full-time)	Hours per semester (part-time)	Hours per week (part-time)	Form of assignment
Class	15	1	-	-	Credit with grade

## Aim of the course

The aim of the course is to acquaint students with the work of the UX designer. This will enable researchers to understand the purpose of their work, and teach them how to adapt research and presentation of results to the real needs of designers. Awareness of design constraints and knowledge of basic techniques of project work will teach them how to make more useful recommendations, and quickly empirical verification of projects.

## Prerequisites

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## Scope

1. Use of research in the design process
2. Types of mockups and prototypes (mockups of low and high detail, static mockups and interactive prototypes, etc.)
3. The role of mock-ups and prototypes in design work
4. Context and limitations in the design process (technological constraints, stakeholders' needs, etc.)
5. Work with paper prototypes
6. Overview of prototyping tools

## Teaching methods

Work workshop, group work, discussions, presentations

## Learning outcomes and methods of theirs verification

Outcome description	Outcome symbols	Methods of verification	The class form
The student is able to formulate, based on his knowledge and analytical skills, an in-depth assessment of the actions taken to solve specific social problems.	<ul style="list-style-type: none"><li>• <a href="#">K_U06</a></li></ul>	<ul style="list-style-type: none"><li>• Project</li></ul>	<ul style="list-style-type: none"><li>• Class</li></ul>
The student is able to initiate, plan, organize and manage the work of a small task force.	<ul style="list-style-type: none"><li>• <a href="#">K_U07</a></li></ul>	<ul style="list-style-type: none"><li>• Project</li></ul>	<ul style="list-style-type: none"><li>• Class</li></ul>
The student is prepared to initiate and participate actively in the implementation of social projects resulting from the need to solve social problems, and in case of difficulties, get the help of experts.	<ul style="list-style-type: none"><li>• <a href="#">K_K03</a></li></ul>	<ul style="list-style-type: none"><li>• Project</li></ul>	<ul style="list-style-type: none"><li>• Class</li></ul>

## Assignment conditions

## Recommended reading

1. Baesley M., Practical Web Analytics for User Experience. How Analytics Can Help You Understand Your Users, Morgan Kaufman.
2. Jeff Gothelf, Josh Seiden,(2016), Lean UX: Designing Great Products with Agile Teams, O'Reilly.
3. Csaba Házi (2017), Seven Step UX: The Cookbook for Creating Great Products,
4. Antony Conboy (2019), The Beginners Guide to UX/UI Design: Learn the Secrets of the trade, Kindle edition.

## Further reading

Additional materials prepared by the teacher.

## Notes

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Modified by dr Tomasz Kołodziej (last modification: 26-04-2020 11:40)

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