Utility of Digital Products - course description

General information

Course name	Utility of Digital Products
Course ID	14.2-WP-SOCDA-UPC
Faculty	Faculty of Social Sciences
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	• mgr Marcin Woźny

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 familiarize students with the usability issues of digital products. Students learn the most important theories and research on matching products to the needs and abilities of a human being.

Prerequisites

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Scope

1. Usability in design
2. Human perception and design
3. Attention and memory in design
4. Design for accessibility, with restrictions
5. Evaluation of usability and accessibility
6. Heuristic analysis of digital products
7. Preparation of tests with users - from hypotheses to research organization.
8. Moderation of tests with users.
9. The role of the observer in tests with users.
10. Development and presentation of test results.
11. Methodology of fast iterative tests (RITE).

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
Student is able to prepare appropriate written works or public presentations concerning both theoretical and empirical issues with their arguments (in Polish and foreign languages).	• K_U05	• project	• Class
The student is ready to indicate new fields of activity and use the acquired knowledge both in the implementation of profit and non-profit projects.	• K_K04	• project	• Class
The student has in-depth knowledge of the processes underlying the stability and social change, and is reflective and critical in their interpretation.	• K_W03	• project	• Class

Assignment conditions

Conditions for passing the classes:

Research project with a presentation of the obtained results.

Recommended reading

1. „Service Design", redakcja Fazlagić J.
2. Frederick M. – „101 Things I Learned in Architecture School"
3. Merholz P., Wilkens T., Schauer B., Verba D.– „Subject To Change: Creating Great Products & Services for an Uncertain World: Adaptive Path on Design"
4. Polaine A., Løvlie L., Reason B.,– „Service Design: From Insight to Implementation"
5. Resmini A., Rosati L.– „Pervasive Information Architecture: Designing Cross-Channel User Experiences"
6. Sterling B. – „Shaping Things"
7. Stickdorn M., Stickdorn M., Schneider J.– „This is Service Design Thinking: Basics-Tools-Cases".

Further reading

Additional materials prepared by the teacher.

Notes

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Modified by dr Tomasz Kołodziej (last modification: 16-04-2020 09:50)

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