

Information Design - course description

General information	
Course name	Information Design
Course ID	04.0-WZ-P-ID-S19
Faculty	Faculty of Economics and Management
Field of study	WEiZ - oferta ERASMUS
Education profile	-
Level of studies	Erasmus programme
Beginning semester	winter term 2022/2023

Course information	
Semester	2
ECTS credits to win	5
Course type	obligatory
Teaching language	english
Author of syllabus	<ul style="list-style-type: none">dr hab. inż. Sławomir Nikiel, prof. UZ

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
Project	30	2	-	-	Credit with grade

Aim of the course

Information design is the skill and practice of preparing information so people can use it with efficiency and effectiveness. The main scope of the subject is to enhance understanding and practical use of design oriented approach.

Prerequisites

none

Scope

Definitions, Information flow, structure of information, metaphors of communication, human factors/human-computer interaction, demography of information, business models. Design approach for information systems - process, targeting - determining the profile of the institution / user. Information structure, project management and documentation. Content Management Systems (CMS). Standards for the representation of complex data. Security and reliability of information.

Teaching methods

Project: case study, multimedia presentation, project method, group work.

Learning outcomes and methods of theirs verification

Outcome description	Outcome symbols	Methods of verification	The class form
Student uses various information systems to acquire information for decisions in different business areas.		<ul style="list-style-type: none">an observation and evaluation of the student's practical skills	<ul style="list-style-type: none">Project
Student is familiar with advantages of using a design approach in a company.		<ul style="list-style-type: none">a project	<ul style="list-style-type: none">Project
Student is familiar with HCI systems in digital enterprises in the context of processing typical information related to main business processes.		<ul style="list-style-type: none">an observation and evaluation of the student's practical skills	<ul style="list-style-type: none">Project
Student describes different types of business information systems		<ul style="list-style-type: none">a project	<ul style="list-style-type: none">Project

Assignment conditions

Credit of **project** refers to the use of a design approach to prepare the information document (e.g. advertisement, user manual, visualization) related to different business areas. Moreover, student should prepare written work with the presentation of her/his choices and tools chosen for performed design activities. Student can get maximal 5 points for the above-mentioned works. The criteria for a grade: 0-5.0 points „2.0”, 5.1-6.0 points „3.0”, 6.1-7.0 points „3.5”, 7.1-8.0 points „4.0”, 8.1-9.0 points „4.5”, 9.1-10.0 points „5.0”.

Recommended reading

- Galitz W.O. „ The Essential Guide to User Interface Design”, Wiley 2007
- Sikorski M. , „Interakcja człowiek-komputer”, PJWSTK 2011
- Per Mollerup, Data Design: Visualising quantities, locations, connections, Bloomsbury Academic, 2015

Further reading

1. Kasperski M., Boguska-Torbicz A. „Projektowanie stron WWW. Użyteczność w praktyce” Helion 2008

Notes

Students work with case-study examples and also extensively use web-based resources.

Modified by dr hab. inż. Sławomir Nikiel, prof. UZ (last modification: 13-05-2022 17:28)

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