

[MDA303] INTERACTION DESIGN

GENERAL INFORMATION

Studies	UNIVERSITY MASTER IN STRATEGIC PRODUCT AND SERVICE DESIGN		Subject	HUMAN CENTERED DESIGN	
Semester	2	Course	1	Mention / Field of specialisation	
Character	COMPULSORY		Language	CASTELLANO	
Plan	2022	Modality	Face-to-face	Total hours	40 class hours + 60 non-class hours = 100 total hours
Credits	4	Hours/week	2.22		

PROFESSORS

VALENCIA PARAFITA, XABIER

REQUIRED PREVIOUS KNOWLEDGE

Subjects	Knowledge
DESIGN METHODOLOGY AND MANAGEMENT I VISUAL COMMUNICATION	(No previous knowledge required)

LEARNING RESULTS

LEARNING RESULTS	KC	SK	AB	ECTS
MDRA17 - Develop interactive and accessible digital solutions, in line with the current digital ecosystem, applying data-driven and user-centred methodologies, allowing visual analytics to be performed on different sources of information		x		4
Total:				4

KC: Knowledge or Content / SK: Skills / AB: Abilities

SECONDARY LEARNING RESULTS

RMD17 [!] *Desarrollar soluciones digitales interactivas y accesibles, acordes con el ecosistema digital actual, aplicando metodologías data-driven y user-centered, permitiendo realizar analítica visual sobre diferentes fuentes de información*

LEARNING ACTIVITIES

	CH	NCH	TH
Development and writing of records, reports, presentations, audiovisual material, etc. on projects/work experience/challenges/case studies/experimental investigations carried out individually and/or in teams	18 h.	22 h.	40 h.
Conducting tests, giving presentations, presenting defences, taking examinations and/or doing checkpoints	2 h.	8 h.	10 h.
Carrying out exercises and solving problems individually and/or in teams	20 h.	30 h.	50 h.

EVALUATION SYSTEM

	W
Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems	50%
Presentation and defence of exercises, case studies, computer practical work, simulation practical work, laboratory practical work, term projects, end of degree project, master's thesis, challenges and problems	40%
Individual written and/or oral tests or individual coding/programming tests	10%

MAKE-UP MECHANISMS

Reports on the completion of exercises, case studies, computer exercises, simulation exercises, laboratory exercises, term projects, challenges and problems
Individual written and/or oral tests or individual coding/programming tests
Observation (technical capacity, attitude and participation)

CH - Class hours: 40 h.

NCH - Non-class hours: 60 h.

TH - Total hours: 100 h.

CONTENTS

- Digital technology ecosystems:
 - Introduction to existing technologies
 - Factors influencing the development of HMIs
- Design and development of interactive digital interfaces (HMI WEB, HMI Mobile, HMI Industrial):
 - Development of interfaces based on web technologies
 - Interface development based on mobile technologies
 - Interface development based on industrial technologie

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3. Visual analytics for user behaviour analysis:
 1. Interaction data analysis
 2. Automatic discovery of interaction patterns
 3. User behaviour based Interface redesign

LEARNING RESOURCES AND BIBLIOGRAPHY

Learning resources

Class presentations
Moodle Platform
Programmes
Topic related web quires

Bibliography

http://katalogoa.mondragon.edu/janium-bin/janium_login_opac_re_Ink.pl?grupo=ESTRATEGICO12&ejecuta=10&_ST