

[GDW203] USABILITY

GENERAL INFORMATION

Studies	DEGREE IN INDUSTRIAL DESIGN AND PRODUCT DEVELOPMENT ENGINEERING		Subject	DESIGN METHODOLOGY
Semester	1	Course	3	Mention / Field of specialisation
Character	COMPULSORY		Language	ENGLISH
Plan	2017	Modality	Adapted Face-to-face	Total hours
Credits	3	Hours/week	2.5	45 class hours + 30 non-class hours = 75 total hours

PROFESSORS

MAZMELA ETXABE, MAITANE
DOK-APRAIZ IRIARTE, AINHOA
AZPI-SCHIETTEKATTE, SILVIE (ATHLON)

REQUIRED PREVIOUS KNOWLEDGE

Subjects	Knowledge
(No specific previous subjects required)	Spanish B2

SKILLS

VERIFICA SKILLS

SPECIFIC

GDCE26 - To define a product by applying the user-centered design methodology and using the appropriate tools

GENERAL

GDG07 - To be able to prepare and develop projects within the scope of Industrial Design and Product Development Engineering.

BASIC

G_CB1 - To have proven to understand and have knowledge in a field of study based on general secondary education at a level found in advanced textbooks and including concepts at the forefront of their field of study.

G_CB4 - To be able to communicate information, ideas, problems and solutions to both expert and lay audiences

ENAAE LEARNING RESULTS

(No learning results)

LEARNING RESULTS

RG301 Assumes responsibilities in the work team, organizing and planning the tasks to be developed, facing the contingencies and encouraging the participation of its members.

LEARNING ACTIVITIES

	CH	NCH	TH
Development, writing and presentation of memorandums, reports, audiovisual material, etc. Relating to projects/POPBLs carried out individually or in teams		2 h.	2 h.

EVALUATION SYSTEM

	W
Technical skills, involvement in the project, finished work, obtained results, handed documentation, presentation and technical defence	100%

MAKE-UP MECHANISMS

(No mechanisms)

CH - Class hours: 0 h.

NCH - Non-class hours: 2 h.

TH - Total hours: 2 h.

RG302 Analyze the intervening variables in the problem and propose actions for a stable situation.

LEARNING ACTIVITIES

	CH	NCH	TH
Development, writing and presentation of memorandums, reports, audiovisual material, etc. Relating to projects/POPBLs carried out individually or in teams		3 h.	3 h.

EVALUATION SYSTEM

	W

MAKE-UP MECHANISMS

Technical skills, involvement in the project, finished work, 100%
 obtained results, handed documentation, presentation and
 technical defence

(No mechanisms)

CH - Class hours: 0 h.
NCH - Non-class hours: 3 h.
TH - Total hours: 3 h.

RG304 Define the problem, develop the solution and present the conclusions in a efficient manner, arguing and justifying each one of them in writing.

LEARNING ACTIVITIES

CH **NCH** **TH**

Development, writing and presentation of memorandums, reports, audiovisual material, etc. 3 h. 3 h.
 Relating to projects/POPBLs carried out individually or in teams

EVALUATION SYSTEM

W

MAKE-UP MECHANISMS

Technical skills, involvement in the project, finished work, 100%
 obtained results, handed documentation, presentation and
 technical defence

(No mechanisms)

CH - Class hours: 0 h.
NCH - Non-class hours: 3 h.
TH - Total hours: 3 h.

RG305 Define the problem, develop the solution and present the conclusions in a efficient manner, arguing and justifying each one of them in spoken form.

LEARNING ACTIVITIES

CH **NCH** **TH**

Development, writing and presentation of memorandums, reports, audiovisual material, etc. 3 h. 3 h.
 Relating to projects/POPBLs carried out individually or in teams

EVALUATION SYSTEM

W

MAKE-UP MECHANISMS

Technical skills, involvement in the project, finished work, 100%
 obtained results, handed documentation, presentation and
 technical defence

(No mechanisms)

CH - Class hours: 0 h.
NCH - Non-class hours: 3 h.
TH - Total hours: 3 h.

RGD381 Identifies the main characteristics of the user to adequately define their needs regarding the use of the product and the characteristics of the product or design that respond appropriately to them.

LEARNING ACTIVITIES

CH **NCH** **TH**

Development, writing and presentation of memorandums, reports, audiovisual material, etc. 13,5 h. 5,5 h. 19 h.
 Relating to projects/POPBLs carried out individually or in teams
 Individual study and work, tests and evaluations and check points 11 h. 5 h. 16 h.
 Individual and team exercises 20,5 h. 8,5 h. 29 h.

EVALUATION SYSTEM

W

MAKE-UP MECHANISMS

Individual written and oral tests to assess technical skills of the subject 25%
 Reports of solving exercises, case studies, computer practices, simulation practices and laboratory practices 45%

Individual written and oral tests to assess technical skills of the subject
 Reports of solving exercises, case studies, computer practices, simulation practices and laboratory practices

Technical skills, involvement in the project, finished work, 30%
obtained results, handed documentation, presentation and
technical defence

CH - Class hours: 45 h.
NCH - Non-class hours: 19 h.
TH - Total hours: 64 h.

CONTENTS

1. Biomechanics
2. Anthropometrics
3. Cognitive ergonomics

LEARNING RESOURCES AND BIBLIOGRAPHY

Learning resources

Subject notes
Moodle Platform
Topic related web quires
Class presentations

Bibliography

<https://katalogoa.mondragon.edu/janium-bin/sumario.pl?id=20210929095307>