

User Interface Design - Course Outline

SWEN 303: 2015 Trimester 1

This document sets out the workload and assessment requirements for SWEN 303. It also provides contact information for staff involved in the course. If the contents of this document are altered during the course, you will be advised of the change by an announcement in lectures and/or on the course web site. A printed copy of this document is held in the School Office.

This course addresses the design and engineering of user interfaces. It presents principles and guidelines for design and covers a range of design processes. It presents techniques for user interfaces, and considers a variety of user interface systems and interface devices.

Objectives

By the end of the course, students should be able to:

1. Understand principles of usability engineering;
2. Design a user interface following accepted principles and guidelines;
3. Conduct an evaluation of a user interface and interpret the results to improve a design;
4. Integrate user interface design techniques into the general software engineering life cycle;
5. Identify the opportunities and challenges in designing visualisation systems.

A discussion on how these objectives map to the assessment, as well as to the graduate attributes, can be found in the assignments and projects section below.

Textbook

There is no prescribed textbook for SWEN303. We will use a combination of materials available through the Library's online databases, and some photocopied chapters pursuant to academic use under the University's copyright agreements and New Zealand law.

Lectures, Tutorials, Laboratories, and Practical work

A [schedule](#) of lecture topics, readings, and assignment due dates is available online.

Lectures are held on *Tuesday & Thursday, from 4:10pm - 5:00pm*

Tuesday's lecture will be held in *Maclaurin LT102*

Thursday's lecture will be held in *Hugh McKenzie LT002*

There will be a separate help desk for SWEN303 for assignments 2 & 4, with exact times to be announced before the end of week 2 of the course.

Assignments and Project

SWEN 303 is an internally assessed course, and there is no final exam. There are four assignments, with assignment 4 being a project conducted by pairs (or in certain situations, triples) of students. The first three assignments will have a single deliverable each, while the fourth project-based assignment will have two deliverables. One of these two project-based deliverables will be due in during the exam period, and an exact deadline that does not conflict unduly with exams will be determined once the exam timetable has been published.

The project will assess your ability to apply user interface engineering principles to a real world problem, and critique the proposed solution (BE graduate attributes [3\(a\)](#), [3\(b\)](#)). Identifying and designing a unique solution to a real world problem will demonstrate leadership (BE graduate attributes [2\(a\)](#)). Your report assessing the process and system (BE graduate attributes [3\(d\)](#), [3\(f\)](#)) along with your project presentation and , will further develop your communications skills (BE graduate attribute [2\(b\)](#)).

All assignment deliverables will be assessed with a single letter grade. Deliverables that are submitted late will incur a one grade point penalty for each day that the deliverable is late.

Workload

In order to maintain satisfactory progress in SWEN 303, you should plan to spend an average of 10 hours per week on this paper, and 150 hours over the entire course. A plausible and approximate breakdown for these total hours would be:

- Lectures: 20

- Readings: 20
- Project: 80
- Assignments: 30

It should be noted that the total grade percentage assigned to an assessment item is does not equal to the percentage of the total course time spent on that item. This is due to the fundamentally different activities involved.

School of Engineering and Computer Science

The School office is located on level three of the Cotton Building ([Cotton 358](#)).

The notice board for SWEN 303 is located on the second floor of the Cotton Building.

Staff

The course coordinator and lecturer for SWEN 303 is [Stuart Marshall](#). Stuart's contact details are:

- *Stuart Marshall*
- [Cotton 261](#)
- +64 4 463 6730
- stuart@ecs.vuw.ac.nz

The second lecturer for SWEN 303 is [Roman Klapaukh](#). Roma's contact details are:

- *Roman Klapaukh*
- [Cotton 230](#)
- +64 4 463 4034
- roma@ecs.vuw.ac.nz

Announcements and Communication

The main means of communication outside of lectures will be the SWEN 303 web area at http://ecs.victoria.ac.nz/Courses/SWEN303_2015T1/. There you will find, among other things, this document, the [lecture schedule](#) and [assignment handouts](#), and the [SWEN 303 Forum](#). The forum is a web-based bulletin board system. Questions and comments can be posted to the forum, and staff will read these posts and frequently respond to them.

Assessment

Your grade for SWEN 303 will be determined based on the following assessment weightings:

Item	Weight	Due Date
Assignment 1: Personas/Scenarios	20%	Wednesday 25 March, 23:59
Assignment 2: D3	20%	Monday 20 April, 23:59
Assignment 3: Popular Science Report	20%	Friday 27 May
Pair Project: Presentations	20%	week 12
Pair Project: Final Report	20%	t.b.a. (in exam period)

Tests and Exams

There is no external exam for SWEN 303, although inline with assessment regulations, there will be an internally assessed project report due in during the exam period.

Practical Work

Assignments 1 & 3 will require the submission of written reports, while assignments 2 & 4 will also require the design and implementation of software systems in Javascript/D3. All assignments can be completed using the lab machines in the School of Engineering and Computer Science.

Assignment 4 is larger than the other three assignments, and is a team-based project. Teams will normally consist of two students, although the course coordinator may allow three students to work together in the understanding that the standard and complexity of the resulting system should be higher than for a pair of students. This assignment also requires an oral presentation during week 12.

Any issues related to team dynamics should be brought to the attention of the course coordinator as they arise.

Plagiarism

We encourage you to discuss the principles of the course and assignments with other students, to help and seek help with programming details, problems involving the lab machines. However, any work you hand in must be your own work.

The [School policy on Plagiarism](#) (claiming other people's work as your own) is available from the course home page. Please read it. We will penalise anyone we find plagiarising, whether from students currently doing the course, or from other sources. Students who knowingly allow other students to copy their work may also be penalised. If you have had help from someone else (other than a tutor), it is always safe to state the help that you got. For example, if you had help from someone else in writing a component of your code, it is not plagiarism as long as you state (eg, as a comment in the code) who helped you in writing the method.

Mandatory Requirements

There are no additional mandatory requirements for this course.

Passing SWEN 303

To pass SWEN 303, a student must gain at least a **C-** grade overall.

Withdrawal

The last date for withdrawal from SWEN 303 with entitlement to a refund of tuition fees is Friday 13 March 2015. The last date for withdrawal without being regarded as having failed the course is Friday 15 May 2015 -- though later withdrawals may be approved by the Dean in special circumstances.

Rules & Policies

Find key dates, explanations of grades and other useful information at <http://www.victoria.ac.nz/home/study>.

Find out about academic progress and restricted enrolment at <http://www.victoria.ac.nz/home/study/academic-progress>.

The University's statutes and policies are available at <http://www.victoria.ac.nz/home/about/policy>, except qualification statutes, which are available via the Calendar webpage at <http://www.victoria.ac.nz/home/study/calendar> (See Section C).

Further information about the University's academic processes can be found on the website of the Assistant Vice-Chancellor (Academic) at <http://www.victoria.ac.nz/home/about/avcacademic>

All students are expected to be familiar with the following regulations and policies, which are available from the school web site:

[Grievances](#)

[Student and Staff Conduct](#)

[Meeting the Needs of Students with Disabilities](#)

[Student Support](#)

[Academic Integrity and Plagiarism](#)

[Dates and Deadlines including Withdrawal dates](#)

[School Laboratory Hours and Rules](#)

[Printing Allocations](#)

[Expectations of Students in ECS courses](#)

The School of Engineering and Computer Science strives to anticipate all problems associated with its courses, laboratories and equipment. We hope you will find that your courses meet your expectations of a quality learning experience.

If you think we have overlooked something or would like to make a suggestion feel free to talk to your course organiser or lecturer.

[Course Outline as PDF](#)
