

User Interface Design - Course Outline

SWEN 303: 2016 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 will explore front end development for desktop and mobile applications. We will focus primarily on web development. The course will cover topics including software engineering methodologies, designing interfaces, and a look at other areas of human-computer interaction.

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. Implement a user interface taking into account usability and fitness for purpose;
4. Integrate user interface design techniques into the general software engineering life cycle.

Textbook

There is no prescribed textbook for SWEN 303. 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

SWEN 303 is a trimester 1 course. The trimester starts on the 29th of February 2016. The examination period at the end of the course is 10 June - 29 June.

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

Lectures for SWEN 303 are:

- **Tuesday** 4:10pm - 5:00pm in HM LT104
- **Thursday** 4:10pm - 5:00pm in HM LT002

There are no regular helpdesks or tutorials for this course. If either are required they will be scheduled as needed. Times and places will be announced via the Announcements thread on the course forum and in lectures.

Assignments and Projects

SWEN 303 is an internally assessed course, and there is no final exam. There are four assignments making up two development projects. All development work for project one will be done individually, and in groups of 4-5 for the main project. The first development project will have a single deliverable, while the second will have three 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 projects will assess your ability to apply user interface engineering principles to a real world problem (BE graduate attributes [3\(a\)](#), [3\(b\)](#)). Implementing in a team a solution to a real world problem will demonstrate group work (BE graduate attributes [2\(a\)](#)) and engineering ability [3\(f\)](#)). The videos and presentation 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 at least *10* hours per week on this paper, and 150 hours over the entire course. A plausible and approximate breakdown for these hours would be:

- Lectures: 20
- Mini Project: 40
- Main Project: 90

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 organiser and lecturer for SWEN 303 is Roman Klapaukh. Queries after the end of lectures should be addressed to Stuart Marshall. Their contact details are:

- Roman Klapaukh
- Cotton 230
- Office hours: Friday 1pm - 3pm
- +64 4 463 4034
- roma@ecs.vuw.ac.nz

- Stuart Marshall
- Cotton 261
- +64 4 463 6730
- stuart@ecs.vuw.ac.nz

Tutor details

- Mashall Aryan
- mashall.aryan@ecs.vuw.ac.nz

- Glen Peek
- glen.peek@ecs.vuw.ac.nz

Class Representative

- Joely Huang
- joely.huang@gmail.com

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_2016T1/. 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:

<u>Item</u>	<u>Weight</u>	<u>Due Date</u>	<u>Objectives</u>
Mini Project	25%	Thursday 31 March, 04:00	1,2,3,4
Main Project: Personas	30%	Monday 11 April, 04:00	1,4
Main Project: Presentation	15%	Monday 31 May 04:00	1,2,3,4
Main Project: Individual Video	30%	Monday 20 June 04:00	1,2,3,4

Tests and Exams

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

Practical Work

Assignment 2 will require the submission of written reports, assignments 1 & 3 will require the design and implementation of software systems for the Web with video submissions, assignment 4 will require a presentation. All assignments can be completed using the lab machines in the School of Engineering and Computer Science.

Any issues related to team dynamics should be brought to the attention of the course coordinator as they arise. You are also expected to report on any such issues in the survey section of each project.

Plagiarism

Working Together and 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 Course Requirements

There are no additional mandatory requirements for this course.

Passing SWEN 303

To pass SWEN 303, a student must satisfy mandatory requirements and 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 11 March 2016. The last date for withdrawal without being regarded as having failed the course is Friday 13 May 2016 -- 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](#)