SINF90002 Interaction Design and Usability

Credit Points:	12.50
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	This subject is not offered in 2013.
Time Commitment:	Contact Hours: 3 hours per week Total Time Commitment: 10 hours per week
Prerequisites:	Students must have completed 50 points of graduate level study in any degree OR obtained entry to the 100pt or 150pt MIS
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Students Experiencing Academic Disadvantage Policy, academic requirements for this subject are articulated in the Subject Overview, Objectives, Assessment and Generic Skills sections of this entry. It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and the Disability Liaison Unit: http://www.services.unimelb.edu.au/disability/
Contact:	Email: **ploderer@unimelb.edu.au (mailto:ploderer@unimelb.edu.au)**
Subject Overview:	Typically 40% of IS development costs can be attributed to user interface development. Unusable systems may necessitate longer training courses, incur higher operational costs, be ineffective in supporting business processes, be error prone and even dangerous. This subject presents students with the theory, methodology and technology relevant to the development of innovative and usable interactive information systems. Aspects of the following topics will be considered: # Theoretical foundations (conceptual theories, user characteristics, user models) # UI technology (human-computer dialogues and input technology) # Usability engineering (user-centred design; user needs analysis; participatory design and usability evaluation) Other issues in interaction design will also be introduced
Objectives:	At the completion of this subject, students should: # Have knowledge of the technical, cognitive and social factors that can make interactive software effective # Understand and be able to apply user-centred design techniques # Be aware of the range of design principles, techniques and methods that can assist user interface designers, and understand the limitations of such tools
Assessment:	An individual assignment consisting of a written report of no more than 2000 words and an oral presentation (10%) A group project in two parts, with a first report (3000 words or equivalent) due mid-semester and a second report (3000 words or equivalent) due at the end of semester (50%) A written examination in the examination period (40%) T pass the subject, students must obtain at least 50% overall, at least 50% for the group project, and at least 50% for the end-of-semester written examination
Prescribed Texts:	None

Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	Students should develop skills in report writing, oral communication, independent learning skills, public presentation and teamwork.
Related Course(s):	Master of Information Systems Master of Information Systems Master of Information Systems Master of Philosophy - Engineering Master of Science (Information Systems) Ph.D.- Engineering