

SINF90002 Interaction Design and Usability

Credit Points:	12.50
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	2010, Parkville This subject commences in the following study period/s: Semester 2, Parkville - Taught on campus.
Time Commitment:	Contact Hours: . Total Time Commitment: Not available
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:	It is University policy to take all reasonable steps to minimise the impact of disability upon academic study and reasonable steps will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact upon their active and safe participation in a subject are encouraged to discuss this with the relevant subject coordinator and the Disability Liaison Unit.
Coordinator:	Dr Frank Vetere
Contact:	Frank Vetere f.vetere@unimelb.edu.au (mailto:f.vetere@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: <ul style="list-style-type: none"> # 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: <ul style="list-style-type: none"> # 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:	Written assignment work of not more than 6000 words consisting of an individual assignment due mid-semester (20%) and a group assignment due at the end of semester (30%); a 2-hour written examination in the examination period (50%).
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):	Bachelor of Information Systems (Degree with Honours) Master of Information Systems Master of Information Systems Master of Science (Information Systems)