

2023

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## Interface Design (G&I-2-KINTFDE-16)

### General information

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Course ID

G&I-2-KINTFDE-16

Course type

Module

Credits (ECTS)

2 ECTS

Language of instruction

Dutch

Study Year

Year 2

Offered by

HKU Games and Interaction

Contact time (hours)

15

Self-tuition (hours)

41

### Course information

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Content 1

This module concerns the impact of interface design on the entire user experience. A direct line is drawn from the presentation and processing of information and the way in which design can affect human behaviour.

Based on theory, concrete examples and software and games, you make small interactive prototypes to put theory into practice yourself.

Learning objectives

#### **PRIMARY LEARNING GOALS**

At the end of this module, you can demonstrate that you...

understand and are able to visually sort information, such as fonts, colour, shape and layout

understand and are able to sort information, such as flowcharts, animations and interactivity, in order and in layers

are able to develop a working\* and testable prototype in your chosen technique

#### **SECONDARY LEARNING GOALS**

understand and are able to apply design conventions and onboarding and to design flow

# Competences

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## Competences

- 01. Technical expertise and analysis  
Technological competences
- 02. Design and prototyping  
Technological competences
- 03. Testing and implementing  
Technological competences
- 04. Research and analysis  
Designing competences
- 05. Conceptualisation  
Designing competences
- 06. Design  
Designing competences
- 10. Communication  
Organizing competences
- 11. Learning and reflective skills  
Professional competences

## Education forms

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### Information Instructional modes

#### Lectures

#### Attendance / Participation requirement

You have attended 100% of meetings or, in consultation with the lecturer, you have completed a replacement assignment approved by the lecturer. You have actively participated in the lessons (by completing the assignments to the lecturer's satisfaction, for example). You submit the work to be assessed in accordance with the lecturer's instructions.

#### Instructional modes

- Group lesson

## Assessment criteria

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### Assessment criteria

1. (DES) The degree to which the form elements (colour, composition, typography, etc.) in the design contribute to the 'communication' to the user.
2. (DES/TECH) The degree to which you allow, in your design, for the impact of the information on use.
3. (DES/TECH) Quality of the audiovisual and interactive functions that allow the user to work intuitively with the interface.
4. (ORGA/PROF) Quality of the presentation and justification of design choices.

### Pass mark

You pass the module if you have complied with all criteria.

### Deliverable

1. (Re)design of an artefact, in which information is visually structured
2. Design of an interactive system with various layers of information
3. Prototype of an interactive system (specific)
4. Prototype of an interactive system (free, adaptation of assignment 3)

## Tests

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Lecturer / Committee Assessment

Lecturer Assessment

Tests

- Test  
Assignment

Test weight  
100

Minimum grade  
A satisfactory result

Credits  
2

Grading scale  
Differentiated (VG, G, PASS, FAIL)

## Lecturers

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Lecturer

- D van der Hout

## Contact person

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D van der Hout

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