1	Course title	Interactive design
2	Course number	2001373
3	Credit hours (theory, practical)	3
	Contact hours (theory, practical)	3
4	Prerequisites/corequisites	
5	Program title	
6	Program code	
7	Awarding institution	University of Jordan
8	School	School of Art and Design
9	Department	Multimedia
10	Level of course	
11	Year of study and semester (s)	
12	Final Qualification	
13	Other department (s) involved in teaching the course	
14	Language of Instruction	English, Arabic
15	Date of production/revision	2022

16. Course Coordinator:

Office numbers, office hours, phone numbers, and email addresses should be listed.

Monday, Wednesday 10:00am – 01:00pm
ihsandesign@gmail.com

17. Other instructors:

Office numbers, office hours, phone numbers, and email addresses should be listed.

18. Course Description:

As stated in the approved study plan.
Interaction Design class focuses on the design of human interaction with digital products or examines the interaction between a user and a product. The role of an Interaction Designer is to create the best possible experience for a user.

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19. Course aims and outcomes:

A- Aims:

1-Describe and explain important design principles and evaluation methods for user interfaces,

2-Describe the role of (HCI) human-computer interaction within system development,

3-Explain the importance of the organisational context for the creation of usable computer systems.

B- Intended Learning Outcomes (ILOs): Upon successful completion of this course students will be able to

1.	justify choices of design principles in the work with interface solutions,
2.	apply selected evaluation and development methods in interface design.
3.	Regarding judgement and approach the student is expected to be able to on completion of the course
4.	analyse and evaluate design solutions based on the users' needs in a particular context,
5.	describe and analyse different ways to apply knowledge from the field of human-computer interaction in a systems development project.
6.	justify choices of design principles in the work with interface solutions,
7.	apply selected evaluation and development methods in interface design.
8.	Regarding judgement and approach the student is expected to be able to on completion of the course
9.	analyse and evaluate design solutions based on the users' needs in a particular context,
10.	describe and analyse different ways to apply knowledge from the field of human-computer interaction in a systems development project.

20. Topic Outline and Schedule:

Topic	Week	Instructor	Achieved ILOs	Evaluation Methods	Reference
Introduction (interactive design) solutions	Week: One-two	Ihsan Hammouri	Becoming familiar with the interactive terminologies	Research And Discussions	----------
Working with new interactive design ideas and methods	Week: Two- Six	Ihsan Hammouri	To be aware of all interactive design solutions	Research And Discussions	----------
INTERFCAE DESIGN SOLUTIONS	Week: Seven- Ten	Ihsan Hammouri	Experimenting UX DESIGN	Projects **in class demonstration**	----------
HUMAN + DESIGN INTERACTION	Week: Ten- Twelve	Ihsan Hammouri	Applying creative ideas and brainstorming	Projects **in class demonstration**	----------
Final Design Process and adaptation	Week: Twelve- Fourteen	Ihsan Hammouri	Applying all approved creative ideas	Projects **in class demonstration**	----------

21. Teaching Methods and Assignments:

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Development of ILOs is promoted through the following teaching and learning methods:

Research and brainstorming
Design process
Creative process
In class feedback process

22. Evaluation Methods and Course Requirements:

Opportunities to demonstrate achievement of the ILOs are provided through the following assessment methods and requirements:

In class feedback and assignments (projects based)

23. Course Policies:

A- Attendance policies:

Class presence and participation points are given to encourage Students active class participation and discussion.

B- Absences from exams and handing in assignments on time:

C- Health and safety procedures:

D- Honesty policy regarding cheating, plagiarism, misbehaviour:

E- Grading policy:
First project = 25 Second Project = 25 Final project= 30 Participation= 10 Attendance= 10

F- Available university services that support achievement in the course:

24. Required equipment: (Facilities, Tools, Labs, Training….)

Apple computers, Software: Adobe illustrator and Photoshop, XD, Aftereffects
Projector (Datashow)

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25. References:

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Required book (s), assigned reading and audio-visuals:


Recommended books, materials, and media:



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26. Additional information:

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Name of Course Coordinator: ----------------------------------Signature: ------------------ Date: ------------

Head of curriculum committee/Department: ----------------------------- Signature: -------------------------

Head of Department: --- Signature: ----------------------

Head of curriculum committee/Faculty: ---------------------------------- Signature: --------------------

Dean: --- -Signature: ---