UX Design for Mobile Devices (English)

Module Title	UX Design for Mobile Devices
Module Title in English	UX Design for Mobile Devices
Module Leader	hrw\ayseguel.doganguen
Teaching Staff	Prof. Dr. Aysegül Dogangün
Courselanguage/	English, German

Code	**Workload**	**Credits**	**Semester**	**Semester Offered**	**Duration**
UXM	180 h	6	5th semester	Every semester	1 semester

1	**Type of Course**	**Scheduled Learning**	**Independent Study**	**Approx. Number of Participants**
	Lecture: 2 h/week Practical Course: 2 h/week	4 h/week (= 60 h)	Total: 120 h	Lecture max. 150 bzw. 120 Practical Course max. 15

2 Learning Outcomes / Competences

The students have fundamental knowledge about interface, interaction and user experience (UX) design for different type of mobile devices. They know different hardware and software concepts for the human-machine interaction including sensors of intelligent devices. They are able to develop concepts with systematic processes and recent tools as well as to evaluate interactive mobile systems. They can apply participatory methods for the user-centric design of mobile systems, construct prototypes and evaluate these prototypes and their own approach.

3 Contents

Overview on mobile devices and technologies as well as their field of application (e.g. smartphones, tablets, AR glasses, smartwatches, sensors, ...)

Interaction concepts and style guides for different mobile devices and operating systems

UX factors for mobile devices

Usage of sensors for intelligent interaction concepts

Methods of Participatory Design/Contextual Design

Selected creativity techniques for developing mobile UX

Evaluation of user interfaces for mobile devices

4 Teaching Methods

Lecture, seminar, practical course

5 Content-Related Module Prerequisites

Basics of interaction design and usability engineering

6 Formal Module Prerequisites

none

7 Type of Exams

final project (100%) Examlanguage: English

	Project work includes a documentation and pesentations
8	**Prerequisite for the Granting of Credits** Successfull exam Participation in project presentations
9	**This Module Appears in:** **Course of Studies** — **Status** Mensch-Technik-Interaktion_BPO2017 — Elected Specialization Mensch-Technik-Interaktion_BPO2024 — Elected Specialization
10	**Weighting of Grade in Relationship to Final Grade** Weighting equals the proportion of module credits in relationship to the total number of grade-relevant credits
11	**Additional Information / Literature** Literature: • Bødker, S. and Kyng, M., (2018). Participatory Design that Matters—Facing the Big Issues. ACMTrans. Comput.-Hum. Interact. 25, 1, Article 4 (February 2018), 31 pages. • Cameron Banga, Josh Weinhold: Essential Mobile Interaction Design: Perfecting Interface Design in Mobile Apps • Steeven Hoober: Designing Mobile Interfaces • Ian G. Clifton: Android User Interface Design: Turning Ideas and Sketches Into Beautifully Designed Apps • Jason Farman: Mobile Interface Theory: Embodied Space and Locative Media • Jakob Nielsen: Mobile Usability: Für iPhone, iPad, Android, Kindle (mitp Business) • Phil Dutson: Responsive Mobile Design: Designing for Every Device • Christian Kuhn: UX Design für Tablets: Eine Anleitung für User Experience, Design und Webentwicklung • Theresa Neil: Mobile Design Pattern Gallery, Color Edition • Juhani Lehtimaki: Smashing Android Ui • Dave Brown: iPhone App Design Manual • Bill Buxton: Sketching User Experiences: Getting the Design Right and the Right Design, Morgan Kaufmann, 2007 • Saul Greenberg, Sheelagh Carpendake, Nicolai Marquardt, Bill Buxton: Sketching User Experience: The Workbook, Morgan Kaufmann, 2012 • additional literature will be announced during the course