

IHE 7340 – User Experience Design for Mobile Computing

Course Description

This course will introduce students to user experience and human factors concepts related to mobile computing. Application of mobile computing to different domains such as consumer electronics, education, healthcare, and military will be covered. The course will also provide overview of several industry practices. Students will learn to use mobile application frameworks and development environments.

Offered both face-to-face and online
Graduate level – 3 credit hours

Course Learning Objectives

Students enrolled in this course will learn to:

- design for mobile environment.
- become comfortable in developing simple applications and interactions in Android mobile development environment.

Course Learning Outcomes

Upon successful completion of this course, students can:

- design for mobile environment.
- be comfortable in developing simple applications and interactions in Android mobile development environment.

Tentative Weekly Schedule

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| Week 1 | Introduction to Mobile Human-Computer Interaction, Overview of Mobile technologies |
| Week 2 | Understanding the user, Design elements – UX guidelines |
| Week 3 | Design concepts, Apple Product Release |
| Week 4 | Axure Wireframe Development |
| Week 5 | Axure contd., Student Presentations |
| Week 6 | MIT App Inventor – prototyping toolkit |
| Week 7 | Android Design Guidelines |
| Week 8 | Android Design Guidelines contd |
| Week 9 | Paper Discussions - 1 |
| Week 10 | Sketch – prototyping toolkit |
| Week 11 | Wearable computing |
| Week 12 | Usability Testing, Student Presentations |
| Week 13 | Make to Stick |
| Week 14 | Paper discussions - 2, Special Topics |
| Week 15 | Finals Week |