

**AUSTIN COMMUNITY COLLEGE  
CONTINUING EDUCATION**

**Interface Design and Usability**

**(12 hours)**

**ITNW 6013, 6014**

**COURSE SYLLABUS**

**Course Description:** This course introduces the principles of design used in visual communication. We also discuss usability testing, and the study of human factors in web design. Students will participate in usability testing and discussion, as well as design mock website interfaces. **Prerequisites:** Introduction to World Wide Web Authoring and X/HTML; experience with producing design layouts in Photoshop.

**Objectives:** Every student will be able to:

- Define, recognize and apply the four Principles of Design
- Describe and employ three methods of usability evaluation
- Use Adobe Photoshop to create web page mock-ups
- Apply knowledge of web-related human factors to design aesthetic and intuitive interfaces

**Type of Course:** Short Course

**Evaluation:** Students will be evaluated on their completion of hands-on exercises created to insure the student has achieved all course objectives, and by class participation. In order to receive CEU credit for a course, the students must participate in all exercises and class critiques. The instructor will validate each participant's achievement of the course objectives by signing and awarding individual certificates of completion.

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**Course Outline:**

- I. Introduction to design as communication, and the Principles of Design (3 hours)
  - A. Identify the Principles of Design in existing sites
  - B. Render a design that employs the Principles of design
  - C. Design & critique student projects
  
- II. Introduction to Human Factors (3 hours)
  - A. Discuss factors that affect visual information processing
  - B. Review examples of bad design
  
- III. Usability testing and methodology (6 hours)
  - A. Introduction to the user-centered design process
  - B. Develop user profiles and task scenarios
  - C. Introduce methods of usability evaluation
  - D. Class exercises in evaluation methodology
  - E. Class exercise in user-centered design
  - F. Final class critique of student projects