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| Discipline „user interface design”, code: 43 |
| Annotation: The main objective of discipline is to introduce students to principles, methods and quality in designing interfaces. The User Interface Performance Criteria are specified. Various conceptual models of interfaces design, their peculiarities and behaviors are examined.  The program covers the various technical tools in designing interfaces as well as the influence of the human factor. Applying them to the design, creation and testing of prototype systems will enhance students' knowledge and skills in building graphical interfaces for Desktop, Web and mobile applications. Practical labs include: setting goals and customizing the user interface; the process of making the interface; designing designs for different application types; testing and assessing the built-in interfaces. |
| Main issues of the syllabus content:   * Theoretical aspects in the design and creation of user interfaces. Basic Design Factors, Principles and Styles * Technology in designing the user interface. Languages for graphical interface. Basic User Interface Components * Designing a user interface according to the environment in which the product will be used: Desktop applications, Web applications, mobile applications * User Interface Rating. User Interface Testing Technologies |