

# Global Learning Semesters

## Course Syllabus

Course: DES-362 Interface and Web Design

Department: Design

Host Institution: University of Nicosia, Nicosia, Cyprus



Course Summary		
Course Code	Course Title	Recommended Credit Hours
DES-362	Interface and Web Design	3
Semester Offered	Contact Hours	Prerequisites
Fall, Spring	42	None
Department	Level of Course	Language of Instruction
Design	Upper Division	English

### Course Description

- Identify, use and analyse an interactive system
- Investigate and use a variety of audio feedback in interface design
- Investigate and use visual (color and screen design, animated icons, graphic elements etc)
- Design and production of an interactive interface
- Developing of an interactive interface using Macromedia Dream Weaver

### Instructor

Popi Aristidou

### Course Aims and Objectives

The aim of this course is to enable students to investigate the design elements of user interfaces for interactive systems. Emphasis will be given on problem solving on human computer interface design for both Multimedia presentations and online documentation. Students will learn appropriate use of color, animation, screen metaphor, navigational devices, visual and audio feedback. Through this course students should gain a broader understanding of the psychology, the principles, and the practice of user interface design. The course will also include an introduction on the state-of-the-Art internet developing tools.

### Teaching Methods

The course is delivered through a mixture of lectures, studio presentations, studio tutorials and practical exercises and assignments.

### Course Teaching Hours

42 hours . The course is delivered during the Fall and Spring semesters in 14-weeks (3 hours/week).

### Evaluation and Grading

Homework: 20%  
Mid-Term: 30%  
Final Exam: 50%

## Readings and Resources

### Required Textbook

There is no required textbook for this course

### Recommended Reading

Joseph W Lowery, Dream weaver bible, IDG Books, Worldwide

Jef Raskin, Human interface, the new Directions for Designing Interactive Systems, Addison Wesley Pub Co.