

## Module Layout HCI 521 / User-Centered Design Studio

Faculty	ΣΘΕΕ	School of Pure and Applied Sciences				
Programme of Study	HCI	Human-Computer Interaction				
Module	HCI 521	User-Centered Design Studio				
Level of Study	Undergraduate			Graduate		
			Master		Doctoral	
			Х			
Language of Instruction	English					
Mode of Delivery	Distance					
Module Type	Required			Electives		
	X					
Number of Group Consulting	7	Total Physical		Presence Online		
Meetings		14	0		14	
Number of Assignments						
Final Grade Calculation	Assig	gnments Weekly A		ctivities	Final Exam	
	4	40 <b>%</b>	10 <b>%</b>		50 <b>%</b>	
Number of European Credit Transfer System (ECTS)	10					

#### Module Description

This module provides an introduction to design thinking and instructs students in the principles and processes involved in *user-centered design (UCD)*.

<u>Key Learning Objective(s)</u>: i) understand how "design thinking" can be applied to the development of interactive information environments; ii) practice design methods such as storyboarding, wireframing, and prototyping; iii) apply design techniques to various contexts, and modes of interaction.

## Pre-requisite Modules

# Co-requisite Modules

### Grading Scheme

Assessment Method	Percentage on	Workload		
	Final Grade	Hours	ECTS	
Weekly Interactive Activities	10 <b>%</b>	25-30	1	
Assignment 1	20 %	100-120	4	
Assignment 2	20 %	100-120	4	
Final/Repeat Examination	50 <b>%</b>	25-30	1	
Total	100%	250-300	10	



#### Grading Rules and Assessment methods

- Students are evaluated with 9, if they earn 90% of the possible grade, I.e. 90%\*10=9, etc.
- Passing rate

   50% of the Assignments
  - o 50% of the Interactive Activities
  - Students are allowed to participate in the final exam of a Module if they have overall earned the minimum grade (≥ 50 %) in both their Assignments and Interactive Activities
  - 50% of the Final exam

If a student earns a grade with decimal points, then it is rounded to the nearest half unit.