



UNSW
SYDNEY

Australia's
Global
University

Built Environment

IDES2201

Design Theory 3: People



Course Outline – Term 2, 2020

Disclaimer

Information within this document is subject to change. The full and most accurate course outline will be available in Moodle closer to the start of the term in which the course is offered.

1. COURSE STAFF

Course Contact	Stephen Ward
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2. COURSE DETAILS

Credit Points	6 units of credit (uoc)
Workload	Approx. 150 hours including class contact hours, weekly individual and group online learning activities, readings, class preparation, and assessment activities.
Teaching Times and Location	Find details in timetable http://www.timetable.unsw.edu.au

Description

This course introduces theory and strategies for designing for people and particularly addresses understanding of human diversity. Attention is given to access, usability, comfort and performance of the human/product system. Class activities and assignments support learning of strategies for representing and engaging users in the design process, drawing on perspectives of Ergonomics/Human Factors, User Interface (UI) design and Inclusive Design. Students are equipped to investigate human-use implications of their own current and future design practice.

Aims

This course provides an introduction to resources and methods used in adapting design to the needs of users, drawing on perspectives including Ergonomics/Human Factors, User Interface Design and Inclusive Design. Overall, the aim is that students will become better designers by gaining an appreciation of the needs and diversity of the users of products, places and systems that are shaped through design practice. The course is practical in its orientation, providing strategies, information and learning experiences relevant to product design.

Course Learning Outcomes (CLOs)

At the successful completion of this course, you will be able to:

1. Describe the variability of needs and capabilities of people in relation to the use of a product/system.
2. Identify and make use of appropriate guidelines, resources and strategies in designing for physical/cognitive accommodation of a range of users.
3. Develop and apply methods for user-testing of a proposed user interface in a given context for a product/system.
4. Propose and integrate a range of ergonomic evaluation strategies within a design process.

3. ASSESSMENT

Assessment task	Weight	CLOs Assessed
1. Size and movement report	20%	1, 2
2. Design for Usability	30%	2, 3, 4
3. Design for inclusion	30%	2, 3, 4
4. Participation – online discussion	15%	1, 2

4. COURSE IMPROVEMENT AND FEEDBACK

Feedback from students is an integral part of improving courses and teaching approaches. One of the primary mechanisms of feedback is myExperience, which we strongly urge all students to complete at the end of term. Course convenors use the feedback to make ongoing improvements to the course. This is communicated in Moodle in the myFeedback Matters page.