

DS335 课程大纲

- 1、2022 秋季学期 (2-6 页码)
- 2、2023 秋季学期起 (7-11 页码)

课程详述

COURSE SPECIFICATION

以下课程信息可能根据实际授课需要或在课程检讨之后产生变动。如对课程有任何疑问，请联系授课教师。

The course information as follows may be subject to change, either during the session because of unforeseen circumstances, or following review of the course at the end of the session. Queries about the course should be directed to the course instructor.

1.	课程名称 Course Title	产品用户体验 Product UX
2.	授课院系 Originating Department	创新创意设计学院 School of Design
3.	课程编号 Course Code	DS335
4.	课程学分 Credit Value	3
5.	课程类别 Course Type	专业选修课 Major Elective Course
6.	授课学期 Semester	秋季 Fall
7.	授课语言 Teaching Language	英文 English
8.	授课教师、所属学系、联系方式 (如属团队授课, 请列明其他授课教师) Instructor(s), Affiliation & Contact (For team teaching, please list all instructors)	Thomas Fischer Professor, School of Design tfischer@sustech.edu.cn

9.	实验员/助教、所属学系、联系方式 Tutor/TA(s), Contact	无 NA				
10.	选课人数限额(可不填) Maximum Enrolment (Optional)					
11.	授课方式 Delivery Method	讲授 Lectures	习题/辅导/讨论 Tutorials	实验/实习 Lab/Practical	其它(请具体注明) Other (Please specify)	总学时 Total
	学时数 Credit Hours	32		32		64
12.	先修课程、其它学习要求 Pre-requisites or Other Academic Requirements	无 N/A				
13.	后续课程、其它学习规划 Courses for which this course is a pre-requisite	无 N/A				
14.	其它要求修读本课程的学系 Cross-listing Dept.	无 N/A				

教学大纲及教学日历 SYLLABUS

15. 教学目标 Course Objectives

This course allows students to design a moderately-sized product with an emphasis on its interactive qualities. Students will conduct research into target users' habits, needs, and preferences. Then students will conceptualize product interaction modes in response to their user research findings. Finally, students will design and implement functional prototypes (interactively functional models) that embody the proposed interaction modes and qualities that address the identified user habits, needs, and preferences. For these purposes, students will use 3D modeling and electronic prototyping techniques. This course aims at design qualities, including visual appearance, ergonomics, human factors, tactile/material properties, UI feel, responsiveness, and multimodal perception and operation. The course is delivered in a studio format, with learning and teaching relying primarily on studio tutorials, lectures, and reviews, with industry lectures and industry visits conducted as far as possible and appropriate. Student assessment is based on attendance and participation (10% of overall grade) and final presentation (90% of overall grade). The final presentation is expected to include a thorough and convincing account of the design development process, including multiple options considered and

choices made from those options at various stages during the project.

Skills: User research for interactive product inspiration, 3D modeling, functional prototyping/model making

本课程有安排实地考察和与外部公司合作的可能性。届时课程内容和活动安排将会调整。

This course will include field trips and collaborations with external companies depending on availability. Lecture and activity schedules are indicative and may be adjusted.

16. 预达学习成果 Learning Outcomes

在本课程结束时，学生将能够：

At the end of this course, students will be able to:

1. Identify user habits, needs, and preferences;
2. Conceptualize product interaction modes in response to user habits, needs, and preferences;
3. Design interactive products that address identified user habits, needs, and preferences.

17. 课程内容及教学日历（如授课语言以英文为主，则课程内容介绍可以用英文；如团队教学或模块教学，教学日历须注明主讲人）

Course Contents (in Parts/Chapters/Sections/Weeks. Please notify name of instructor for course section(s), if this is a team teaching or module course.)

Week	Content
1	Lecture (4 hours) Course introduction and overview. Lecture: Project brief and introduction to design interaction. Practice (4 hours) Lecture: User research methods for product interaction, workshop.
	Lecture (4 hours) Lecture: 3D modelling for product prototyping Practice (4 hours) Workshop and project tutorials.
2	Lecture (4 hours) Lecture: Electronic prototyping for product interaction. ; Practice (4 hours) Workshop and project tutorials.

	<p>Lecture (4 hours) Interim review preparation, tutorials.</p> <p>Practice (8 hours) Interim Review with invited guests (depending on availability), formative feedback.</p>
3	<p>Lecture (4 hours) Project tutorials and workshop.</p> <p>Practice (4 hours) Project tutorial and workshop.</p>
	<p>Lecture (4 hours) Lecture and discussion about exhibition, description, demonstration of outcomes.</p> <p>Practice (4 hours) Project tutorial and workshop.</p>
4	<p>Lecture (4 hours) Project tutorials and workshop.</p> <p>Practice (4 hours) Project tutorial and workshop.</p>
	<p>Lecture (4 hours) Final review preparation.</p> <p>Practice (4 hours) Final review with invited guest (depending on availability), summative feedback.</p>

18. 教材及其它参考资料 Textbook and Supplementary Readings

<ol style="list-style-type: none"> 1. Simon King and Kuen Chang (2016). <i>Understanding Industrial Design. Principles for UX and Interaction Design</i>, O'Reilly, Sebastopol, CA. 2. Will Grant (2022). <i>101 UX Principles. Actionable Solutions for Product Design Success</i>, 2nd edition, Packt, Birmingham and Mumbai.

课程评估 ASSESSMENT

19. 评估形式 评估时间 占考试总成绩百分比 违纪处罚 备注

Type of Assessment	of Time	% of final score	Penalty	Notes
出勤 Attendance		10%		
课堂表现 Class Performance				
小测验 Quiz				
课程项目 Projects				
平时作业 Assignments				
期中考试 Mid-Term Test				
期末考试 Final Exam				
期末报告 Final Presentation		90%		
其它 (可根据需要改写以上评估方式) Others (The above may be modified as necessary)				

20. 记分方式 GRADING SYSTEM

- A. 十三级等级制 Letter Grading
 B. 二级记分制 (通过/不通过) Pass/Fail Grading

课程审批 REVIEW AND APPROVAL

21. 本课程设置已经过以下责任人/委员会审议通过

This Course has been approved by the following person or committee of authority

Professor Tom Kvan
Dean, School of Design

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9.	实验员/助教、所属学系、联系方式 Tutor/TA(s), Contact	无 NA				
10.	选课人数限额(可不填) Maximum Enrolment (Optional)					
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3-4	Lecture (4 hours) Lecture: 3D modelling for product prototyping Practice (4 hours) Workshop and project tutorials.
5-6	Lecture (4 hours) Lecture: Electronic prototyping for product interaction. Practice (4 hours) Workshop and project tutorials.

7-8	<p>Lecture (4 hours) Interim review preparation, tutorials.</p> <p>Practice (8 hours) Interim Review with invited guests (depending on availability), formative feedback.</p>
9-10	<p>Lecture (4 hours) Project tutorials and workshop.</p> <p>Practice (4 hours) Project tutorial and workshop.</p>
11-12	<p>Lecture (4 hours) Lecture and discussion about exhibition, description, demonstration of outcomes.</p> <p>Practice (4 hours) Project tutorial and workshop.</p>
13-14	<p>Lecture (4 hours) Project tutorials and workshop.</p> <p>Practice (4 hours) Project tutorial and workshop.</p>
15-16	<p>Lecture (4 hours) Final review preparation.</p> <p>Practice (4 hours) Final review with invited guest (depending on availability), summative feedback.</p>

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其它 (可根据需要改写以上评估方式) Others (The above may be modified as necessary)				

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