**User Interface Design and Testing in Instructional Technology**

Chonnam National University

International Summer Session 2021

Summer 2021 Professor: Sanghoon Park, Ph.D

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**1. Course Descriptions.**

This course provides an in-depth focus on the design and testing of multimedia learning materials based on media design and interface design principles. Discussion topics include visual design principles that will influence how people perceive and interpret instructional media products and how to evaluate the usability of instructional tools and identify methods for enhancing learners’ usage of these tools. These same visual and user interface design principles will then be applied in your own projects as you create instructional graphics, build a basic computer-based tutorial, and combine them into a small Web site. Step-by-step design and development training along with hands-on activities will be offered.

**NOTE:** The class meets 4 days a week (3 hrs a day) for 4 weeks.

**2. Textbook, Reference Books.**

No textbook required. Readings and references will be provided in the class.

**3. Course Objectives.**

Upon completion of the course, the students will be able to:

1. Analyze human performance problems.
2. Explain at least five media design principles.
3. Explain user interface design principles.
4. Create and edit visual media materials.
5. Design E-learning interactive lesson to address a human performance problem.
6. Create instructional multimedia Website using selected Web authoring tools.

**4. Attendance Policy.**

Students are expected to attend all of the course meetings and complete both in-class & out-of-class learning activities. The instructor must approve excused absences.

**5. Grading.**

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| --- | --- | --- |
| **Assignment** | **Due (local time)** | **Score** |
| Individual HP project discussion | Day 3 | 5 |
| Visual media design activity | Day 5 | 15 |
| Usability testing report | Day 7 | 15 |
| User interface design practice | Day 9 | 15 |
| E-learning design | Day 12 | 20 |
| Proposal / structure design | Day 13 | 5 |
| Final IMA project | Day 15 in the class | 15 |
| Final presentation | Day 15 in the class | 10 |
| **Total** |  | **100** |

**6. Grading Scale.**

|  |  |  |  |
| --- | --- | --- | --- |
| Grade | | Point Range | |
| A+ | 4.5 | 95%-100% | 95 - 100 pts |
| A | 4.0 | 90%-94% | 90 - 94 pts |
| B+ | 3.5 | 85%-89% | 85 – 89 pts |
| B | 3.0 | 80%-84% | 80 – 84 pts |
| C+ | 2.5 | 75%-79% | 75 – 79 pts |
| C | 2.0 | 70%-74% | 70 – 74 pts |
| D+ | 1.5 | 65%-69% | 65 – 69 pts |
| D | 1.0 | 60%-64% | 60 – 64 pts |
| F | 0 | below 59% | Less than 59 pts |

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| **7. Course Calendar.** (*Note: This schedule is subject to change*) | | | | | |
| **Class** | **Topic** | **Lecture** | **Hands-on activity** | **Pts** |
| *Day1* | Intro | * Introduction * Syllabus review * Course structure review | 1. Word cloud activity. 2. Team building & Syllabus review quiz |  |
| *Day2* | Human performance problem | * Human performance (HP) problem analysis | 1. Lecture and HP practice |  |
| *Day3* | 1. Individual HP project discussion | 5 |
| *Day4* | Instructional Multimedia Design | * Multimedia design principles | 1. Lecture and class activity |  |
| *Day5* | 1. Visual media design activity (CANVA) | 15 |
| *Day6* | Usability | * Usability test | 1. Lecture and class activity |  |
| *Day7* | 1. Usability testing report | 15 |
| *Day8* | User Interface | * User interface design principles | 1. Lecture and class activity |  |
| *Day9* | 1. User interface design practice | 15 |
| *Day10* | E-learning authoring | * Interactive E-learning authoring tools | 1. Lecture and class activity |  |
| *Day11* | 1. E-learning design |  |
| *Day12* | 1. E-learning design (cont’) | 20 |
| *Day13* | Instructional multimedia Website (IMW) | * Web design tools | 1. Proposal / structure design | 5 |
| *Day14* | 1. IMW development |  |
| *Day15* | * Final IMA project * Final presentation * Course reflection | | | 15  10 |
| **Total** |  | | | **100** |