

Course Code : DSE103/03
Course Title : UI Frameworks
Prerequisite(s) : None

Level : Degree
Credit hours : 3
Duration of course : 1 semester

Course Coordinator

Mr. Muhammad Norhadri Md Hilmi
MSc, USM

Learn the techniques to gather user requirements, analyze, design, and develop the prototype by adopting user experience principles. Conduct a usability test and gather user feedback for the given project scenario through intensive training to prepare yourself for the UI/UX designer/ Web Developer Job.

Learning Outcomes

1. Illustrate the techniques to gather user requirements and analyze the user feedback (C2, PLO1)
2. Design and develop the prototype by adopting user experience principles (C6, PLO2)
3. Demonstrate observation of the users through usability test while revising the prototype. (P3, PLO3)

Topics

1. Introduction to UI/UX
2. UX Design Metrics
3. Getting Started with Bootstrap
4. Page Layout
5. Forms and Validation
6. Introduction to Angular
7. Advanced Angular
8. Testing and Documentation
9. Introduction to Prototyping
10. Basic Prototyping with Axure
11. Advanced Prototyping with Axure

Main Reference

Stull, E., 2018. UX Fundamentals for Non-UX Professionals: User Experience Principles for Managers, Writers, Designers, and Developers. 1st ed. s.l.:Apress.