Module Handbook

Interface Design

Bachelor of Visual Communication Design Program
Faculty of Creative Design and Digital Business
Institut Teknologi Sepuluh Nopember

LAMPIRAN

No.	Description
☐ 1.	Mampu menunjukkan sikap dan karakter yang mencerminkan ketakwaan kepada Tuhan YME, berbudi pekerti luhur, peka dan peduli terhadap masalah sosial dan lingkungan, menghargai perbedaan budaya dan kemajemukan, menjunjung tinggi penegakan hukum, mendahulukan kepentingan bangsa dan masyarakat luas, melalui inovasi, kreatifitas, dan potensi lain yang dimiliki. *Capable of exemplifying attitudes and virtues indicative of a profound commitment to the divine, possessing noble character, demonstrating sensitivity to and concern for social and environmental issues, exhibiting respect for cultural diversity and pluralism, upholding the principles of law enforcement, and prioritizing the welfare of the nation and broader community. This is achieved through the application of innovation, creativity, and leveraging the inherent potential possessed by oneself and others.*
☐ 2.	Mampu mengkaji dan memanfaatkan ilmu pengetahuan dan teknologi dalam rangka mengaplikasikannya pada bidang keahlian desain komunikasi visual, serta mampu mengambil keputusan secara tepat dari hasil kerja sendiri maupun kerja kelompok melalui pemikiran logis, kritis, sistematis dan inovatif. *Proficient in the examination and application of scientific and technological principles for the enhancement of expertise in visual communication design. Capable of rendering judicious decisions based on individual and collaborative endeavors, employing logical, critical, systematic, and innovative thinking to interpret and utilize outcomes effectively.*
☐ 3.	Mampu mengelola pembelajaran diri sendiri, dan mengembangkan diri sebagai pribadi pembelajar sepanjang hayat untuk bersaing ditingkat nasional, maupun internasional, dalam rangka berkontribusi nyata untuk menyelesaikan masalah dengan memperhatikan prinsip keberlanjutan. *Competent in self-directed learning management and committed to personal development as a lifelong learner, with the aim of remaining competitive at both national and international echelons. This pursuit is geared toward making substantive contributions to problem-solving endeavors, underscored by a dedicated adherence to sustainability principles.*

4. Mampu mengkaji dan mengaplikasikan teori dan prinsip desain komunikasi visual
   Proficient in the examination and application of theories and principles within the realm of visual communication design.

5. Mampu mengkaji dan mengaplikasikan ilmu dan media komunikasi
   Competent in the exploration and application of knowledge about communication media.

6. Mampu mengkaji dan mengaplikasikan ilmu sosial budaya yang terkait dengan desain komunikasi visual
   Proficient in the examination and application of socio-cultural knowledge relevant to the field of visual communication design.

7. ☑ Mampu mengkaji dan mengaplikasikan ilmu dan keterampilan menggambar, membuat sketsa, dan membuat prototipe
   Competent in the examination and application of knowledge and skills in drawing, sketching, and prototyping.

8. ☑ Mampu mengkaji dan mengaplikasikan kreatifitas dan design thinking
   Proficient in the exploration and application of creativity and design thinking.

9. Mampu mengkaji dan mengaplikasikan ilmu manajemen dan komunikasi marketing dalam bidang desain komunikasi visual
   Competent in the examination and application of management and marketing communication knowledge within the domain of visual communication design.

10. Mampu mengkaji dan mengaplikasikan ilmu riset desain untuk menghasilkan karya desain komunikasi visual yang komprehensif
    Proficient in the exploration and application of design research knowledge to generate comprehensive visual communication design projects.

11. Mampu mengkaji dan mengaplikasikan teknologi dan inovasi dalam desain komunikasi visual
    Competent in the examination and application of technology and innovation within the context of visual communication design.

Code	Description of CLO	Mapping of CLO to LO		Weight of CLO
		LO 7	LO 8	
CLO-1	Mahasiswa mampu memahami teori, definisi, struktur dan konsep perancangan aplikasi *Students are able to understand the theory, definition, structure and concept of application design*	☑	☐	20%
CLO-2	Mahasiswa mampu dan mengolah elemen visual untuk desain antarmuka aplikasi *Students are able to process visual elements for application interface design*	☑	☐	20%
CLO-3	Mahasiswa mampu merancang aplikasi untuk mendukung desain prototipe digital *Students are able to design applications to support the design of digital prototypes*	☐	☑	30%
CLO-4	Mahasiswa mampu menghasilkan satu high-fidelity prototipe aplikasi dengan satu contoh kasus *Students are able to produce a high-fidelity application prototype with one case example*	☐	☑	30%
	Total Weight	**50%**	**50%**	**100%**

Assessment & Evaluation Plan

No.	Evaluation Plan	CLO-1	CLO-2	CLO-3	CLO-4	Total Weight
1	UTS-Presentasi dan laporan *UTS-Presentations and reports* Hasil proyek | *Team-based Project*	5%	15%	0%	0%	20%
2	UAS-Presentasi *UAS-presentation* Hasil proyek | *Team-based Project*	15%	5%	0%	0%	20%
3	Laporan Akhir *Final report* Hasil proyek | *Team-based Project*	0%	0%	15%	15%	30%
4	Prototip Aplikasi *Application Prototype* Hasil proyek | *Team-based Project*	0%	0%	15%	15%	30%
	TOTAL	**20%**	**20%**	**30%**	**30%**	**100%**
	Target	*20%*	*20%*	*30%*	*30%*	*100%*

RPS

Name of Study Program	Visual Communication Design
Course Name	Interface Design
Code	DV184602
Semester	6
credits	4 / 6,4 ECTS
Lecturer	Nurina Orta

Study Materials		Interface design, usability and user-experience
Program Learning Outcome (PLO)	P. 1	draft theoretical about design (*Design Theory*) in a way general and at least one draft theorists design visual communication (*Ecological Theory, Constructivism, Semiotics, Gestalt Theory, Cognitive Theory, or Huxley - lester Model*) deep ;
	P.4	draft general social culture , ecology , and principles preservation environment ;
	P.5	methodology design in a way deep ;
	P. 7	concepts , principles , methods , and techniques application color , composition (nirmana), design process , photography , and computers graphics ;
	P. 8	draft general , principles , and techniques communication effective ;
	P. 9	knowledge factual about types and regulations broadcasting , journalism and Information and Transactions Electronics , developments technology cutting edge in the field design visual communication ;
	KK. 5	capable pioneering business independent in the sector visual communication
COURSE LEARNING OUTCOME (CLO)	M1	Students are able to understand the realm of human and computer interaction
	M2	Students are able to describe human psychology and the needs for human cognition that can be met by screens
	M3	Students are able to explain technological developments in relation to screens
	M4	Students are able to explain the reactions of human and computer interaction
	M5	Students are able to develop interface design concepts
	M6	Students are able to design these concepts into software that complies with HCI standards

Week	Lesson Learning Outcome (LLO)	Comprehensive Coverage of Learning Materials	Learning Methods	Estimated Time	Student Learning Experience	Criteria and Indicator Evaluation	Weight [%]
1,2	Students are able to understand the realm of human and computer interaction	Introduction to interface design, Human-Computer Interaction Human Psychology Screen-based technology	Face to face	480	Presentation of material and case studies regarding human and computer interaction, Class Discussions, Group Discussions	Students are able to provide case examples related to the development of interface design	10%
			Assistance	192			
			Self-Study	288			

3,4	Students are able to describe human psychology and the needs for human cognition that can be met by screens	Human Psychology	Face to face	480	Providing material on human psychology, case studies, group discussions	Humans are able to describe the role of emotions, the hierarchy of how humans think and interact	10%
			Assistance	192			
			Self-Study	288			
5-6	Students are able to explain technological developments in relation to screens	Screen-based technology	Face to face	480	Presentation of material regarding developments in design and technology related to society	Students are able to analyze examples of errors in technology case studies	10%
			Assistance	192			
			Self-Study	288			
7-10	Students are able to explain the reactions of human and computer interaction	User Experience Design, user-oriented technology	Face to face	960	Presentation of material regarding user-oriented design, intersecting design functions and aesthetics, Gamification	Students are able to analyze user-oriented designs	20%
			Assistance	384			
			Self-Study	576			
11-12	Students are able to develop interface design concepts	Ideation Technique	Face to face	480	Presentation of material regarding ideation methods, data mining and user information, assistance between students and lecturers as mentors, discussions between groups (peer review)	Students are able to produce concepts through the idea mining method	10%
			Assistance	192			

			Self-Study	288			
13-16	Students are able to design these concepts into software that complies with HCI standards	User Oriented Design, User Testing	Face to face	960	Group discussion with lecturer as moderator, Peer review	Students are able to utilize the feedback they get from fellow classmates and lecturers	40%

REFERENCES

1. *The social design of technical systems*
2. *The Encyclopedia of Human Computer Interaction, 2nd edition*
3. *Gamification at Work, design engaging business software*

UI Design Examination

In the final report, reflection/learning must be written from the Proposal stage to the final design. The final report contains an analysis of the design of the work in PDF format which follows the structure of the document as follows:
a. Product title
b. Abstract
c. Background of the problem
d. Objectives and results to be achieved
e. Design methodology
f. Analysis of the design of the work includes:
- Target users and participants involved; Including psychological needs, motivation, behavior, and actions to be targeted.
- Insight statement for target users
- Stakeholders and the environment and related systems (e.g., social, community, and technological)
- Product and service limitations
- Technology used
- Form and explore design and prototype concepts such as: • Ecosystems map, journey map, systems map, service blueprint - Product and/or service design usage scenarios (not product usage manuals) • Navigation, information architecture, and wireframes - Reflection/learning
g. User testing methods and results (evaluation):
    i. Hypothesis testing
    ii. Participants involved
    iii. Test protocol
    iv. Measuring instruments (eg. UEQ, Attrakdiff, SUS)
    v. Reflection/learning
    vi. Conclusions and suggestions for iterations
h. Conclusion
i. Bibliography
j. Supporting attachments
2. Prototype
The prototype presented is a high-fidelity prototype product (please provide the link)

3. Presentation File
The presentation file presents the final report, prototype results, UX analysis and evaluation

Final Report Assessment Criteria
    1. Problem Identification 20% ● Urgency/benefit ● Justification of the problem both through literature data and primary data ● Detailed understanding of the problem

2. Design Innovation 30% ● Originality ● Social/economic value
3. Design Method 30%● Data collection method for identification of user needs ● Design and testing steps carried out based on UX principles
4. Output 20% ● Clarity of content ● Creativity and aesthetics ● Originality (free from copyright problems of images/videos/ and the like