# course syllabus and course requirements academic year 2024/2025 I. semester

|  |  |
| --- | --- |
| Course title | **Design, UX, Ergonómia** |
| **Course Code** | **IVB016ANMI** |
| ***Hours/Week: le/pr/lab*** | **2/0/0** |
| **Credits** | **3** |
| ***Degree Programme*** | **Computer Science Engineering BSc** |
| ***Study Mode*** | **Full-time** |
| ***Requirements*** | **Mid term exam** |
| ***Teaching Period*** | **2025/26/1** |
| ***Prerequisites*** |  |
| ***Department(s)*** | **Systems and Software Technologies** |
| ***Course Director*** | **Lénárt Anett** |
| ***Teaching Staff*** | **Laborci Gergely** |
|  |  |

# course description

The aim of the course is to familiarize students with the principles and practices of user experience (UX) and user interface (UI) design. During the course, students will learn methods of user research, prototyping, visual design, and usability testing. Special attention is given to user-centered design, which aims to create intuitive and attractive digital products. The course helps develop students’ skills through practical tasks and the analysis of real projects.

# SYLLABUS

## **1.** **goals and objectives**

The aim of the course is to provide students with comprehensive knowledge of UX/UI design. During the course, students, as programmers, will learn to follow and understand UX/UI design processes and methodologies.

## **2.** **course content**

|  |  |
| --- | --- |
|  | TOPICS |
| LECTURE | 1. *Introduction to UX/UI Design* 2. Initialization of Project Work 3. Defining the Business Goals of the Project 4. Defining User Personas 5. User Journey Planning 6. User Story Analysis 7. Wireframe Design 8. Design Tools (Figma, AdobeXD) |

### **DETAILED SYLLABUS AND COURSE SCHEDULE**

|  |  |
| --- | --- |
| LECTURE | |
| week | **Topic** |
| 1. | *Introduction to UX/UI Design* |
| 2. | *Initialization of Project Work* |
| 3. | *Defining the Business Goals of the Project* |
| 4. | *Defining User Personas* |
| 5. | *User journey planning* |
| 6. | *User story analysis* |
| 7. | Wireframe design |
| 8. |  |
| 9. | *Design tools (Figma: FigJam)* |
| 10. | *Design tools (Figma)* |
| 11. | Project Presentations and Evaluations |
| 12. | Midterm Exam |
| 13. | Midterm Exam retake |

## **3.** **assessment and evaluation**

##### **Attendance**

*In accordance with the Code of Studies and Examinations of the University of Pécs, Article 45 (2) and Annex 9. (Article 3) a student may be refused a grade or qualification in the given full-time course if the number of class absences exceeds 30% of the contact hours stipulated in the course description.*

***Method for monitoring attendance*** *(e.g.: attendance sheet / online test/ register, etc.)*

*attendance sheet*

##### **assessment**

***Course resulting in mid-term grade*** *(PTE TVSz 40§(3))*

*During the semester, the task is to complete a project. The completion of the project is a fundamental requirement for passing the course. The evaluation is based on a midterm exam. If the result of the midterm exam does not reach at least 70% (grade 4), the student must orally defend their submitted project. In the case of a successful oral defense, the student can receive the grade achieved on the midterm exam. An unsuccessful defense will be considered as a non-submitted project.*

***Mid-term assessments, performance evaluation and their weighting as a pre-requisite for taking the final exam***

|  |  |
| --- | --- |
| **Type** | ***Weighting as a proportion of the pre-requisite for taking the exam*** |
| *Midterm exam* | *100%* |
| *Project* | *0%* |

***Grade calculation as a percentage***

*based on the aggregate performance according to the following table*

###### 

|  |  |
| --- | --- |
| **Course grade** | **Performance in %** |
| excellent (5) | 85 % … |
| good (4) | 70 % ... 85 % |
| satisfactory (3) | 55 % ... 70 % |
| pass (2) | 40 % ... 55 % |
| fail (1) | below 40 % |

The lower limit given at each grade belongs to that grade.