

| Course Code                    | TKIT165101  |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
|--------------------------------|---|-------------------------------------|------------------------|---------------------------|----------|----------|------------|----------|--|--|--|--|--|--|
| Course Name                    | User Experience   |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
| Course Instructors             | Sunu Wibirama   |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
| Course Type                    | Elective  |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
| Course Classification          | Engineering Topics  |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
| Credit / Contact Hour per Week | 3 / 150 minutes per Week  |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
| Course Description             | This course aims to provide an understanding of the concept of user experience (UX), aspects affecting UX, interface and interface, and the methods used. In addition, they also learned some things related to: field assignments (surveys), classroom discussion, prototype software development, and user device prototypes to users.  |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
| Prerequisites Courses          | -   |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
| <b>Covered Student Outcome</b> | <b>Development of Engineering Solution (b)</b><br><b>Modern Tools Utilization (e)</b><br><b>Knowledge of Contemporary Issues (f)</b><br><b>Engineering Awareness and Society (j)</b>  |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
| <b>Learning Mapping</b>        |   |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
| Code                           | Learning Outcome  | Student Outcome                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
| LO1                            | Students are able to explain basic concept of user experience (UX)  | Knowledge of Contemporary Issues    |                        |                           |          |          |            |          |  |  |  |  |  |  |
| LO2                            | Students are able to explain things related to UX, such as field assignment, prototype software development.  | Engineering Awareness and Society   |                        |                           |          |          |            |          |  |  |  |  |  |  |
| LO3                            | Students are able to implement UX in case study   | Modern Tools Utilization            |                        |                           |          |          |            |          |  |  |  |  |  |  |
| LO4                            | Students are able to analyze UX-related cases   | Development of Engineering Solution |                        |                           |          |          |            |          |  |  |  |  |  |  |
| Topic                          | <ol style="list-style-type: none"> <li>1. Know the concept of user-based design (user centered design)</li> <li>2. Basic aspects that affect the user experience</li> <li>3. Design user experience based on Elements of User Experience</li> <li>4. Implementation of the concept of prototyping</li> <li>5. Know UX metrics</li> <li>6. Know A / B testing on interface design</li> <li>7. Application of interface design and User Experience Questionnaire</li> </ol> |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
| <b>Direct Assessment</b>       | <table border="1" style="width: 100%;"> <thead> <tr> <th style="text-align: left;">Direct Assessment Plan</th> <th style="text-align: left;">Measured Learning Outcome</th> </tr> </thead> <tbody> <tr> <td>Mid Exam</td> <td>LO1, LO2</td> </tr> <tr> <td>Final Exam</td> <td>LO3, LO4</td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> <tr> <td> </td> <td> </td> </tr> </tbody> </table>   |                                     | Direct Assessment Plan | Measured Learning Outcome | Mid Exam | LO1, LO2 | Final Exam | LO3, LO4 |  |  |  |  |  |  |
| Direct Assessment Plan         | Measured Learning Outcome   |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
| Mid Exam                       | LO1, LO2  |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
| Final Exam                     | LO3, LO4  |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
|                                |   |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
|                                |   |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
|                                |   |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
| Indirect Assesment             | Questionnaire and direct communication  |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |
| References                     | <ol style="list-style-type: none"> <li>1. Hartson dan P. Pyla, 2012 "The UX Book", Morgan Kauffman, Massachussets.</li> <li>2. J. J. Garrett, 2011, "The Elements of User Experience," New Riders, California.</li> <li>3. T. Tullis dan B. Albert, 2013, "Measuring The User Experience, Morgan Kauffman.</li> </ol>   |                                     |                        |                           |          |          |            |          |  |  |  |  |  |  |