Tsuyama College	Year	2021	Course Title	Interface Design

Course Information

Course Code	0153	Course Category	Specialized / Elective
Class Format	Lecture	Credits	Academic Credit: 2
Department	Department of Integrated Science and Technology Communication and Informations System Program	Student Grade	5th
Term	First Semester	Classes per Week	2
Textbook and/or Teaching Materials	Textbooks:Katsuo Inoue,"Ubiquitous user experience universal emotion interaction interface design"(Kogyo Chosakai Publishing)		
Instructor	YABUKI Noboru		

Course Objectives

Learning purposes :
Not only is it easy to understand and handle, but the effect it brings is to make our lives richer and happier. To acquire the knowledge necessary for that purpose and to acquire the ability to put it together as a work.

Course Objectives :
1. Understand interface design in product design
2. The student can build an interface design with usability.
3. The student can think of application examples in interface design.

Rubric

	Excellent	Good	Acceptable	Not acceptable
Achievement 1	The student can fully explain the ideal interface design in product design.	The student can explain the ideal interface design in product design.	The student can understand the ideal interface design in product design (test).	The student can't understand the ideal interface design in product design.
Achievement 2	The student can use the skills to build an interface design with usability.	The student can explain the skills to build an interface design with usability.	The student can understand the skills to build an interface design with usability (test).	The student can't understand the skills to build an interface design with usability .
Achievement 3	The student can think of difficult applications in interface design.	The student can think of many application examples in interface design.	The student can think of application example in interface design(test).	The student can't think of application example in interface design.

Assigned Department Objectives

Teaching Method

Outline	General or Specialized : Specialized Field of learning : Interdisciplinary subjects/etc.(Medical and social welfare Program) Foundational academic disciplines : Biomedical engineering and related fields / Medical assistive technology-related Relationship with Educational Objectives : This class is equivalent to "(4) Develop multi-disciplinary ability" Relationship with JABEE programs : The main goal of learning / education in this class is "(A)... A-1..." Course outline : This course mainly focuses on the interface design of equipment. By learning people from a cognitive science perspective, devices from the evolution of technology, and "dialogue" and "expression" that connect them, we will learn interface design as a product design from a total perspective.
Style	Course method : Classes will be centered around writing on the board. The Student will proceed with the lessons while solving exercises as appropriate in order to deepen their understanding. In addition, reports and issues will be given according to the situation. (This class is a semi-annual subject) Grade evaluation method : Examination(70%)+Exercises and report assignments (30%). Examinations will be conducted a total of 2 times, and the evaluation ratios will be the same. ・ Each test does not allow notebooks to be brought in. ・ For those who have less than 60 points in each regular test, supplementary lessons will be given, and if the understanding can be confirmed by the retest, the points may be changed. However, the evaluation after the change shall not exceed 60 points.
Notice	Precautions on the enrollment : Students must take this class (no more than one-third of the required number of class hours missed) in order to complete the 5th year course.This is a class that requires study outside of class hours. A total of 45 hours of study is required per credit, including both class time and study outside class time. Follow the instructions of the instructor regarding study outside of class hours. Course advice : As a preparatory study, students should research examples of universal design. Foundational subjects : Subjects learned so far. Related subjects : Medical and Welfare Engineering(5th), Ergonomics(5th),Psychology for Human Services(5th),Welfare Equipment Design(5th),Biological Information Processing(5th),Biomeasurement Engineering(5th),Wellbeing Science and Assistive Technology(5th), Etc. Attendance advice : The student must make preparations / reviews and work on assignments outside of class hours and submit a report. If you do not understand the content of the lesson, ask the teacher. Late arrivals of 25 minutes or more are treated as one absence, and late arrivals of 75 minutes or more are treated as two absences.

Characteristics of Class / Division in Learning

☐ Active Learning	☐ Aided by ICT	☑ Applicable to Remote Class	☐ Instructor Professionally Experienced

Elective must complete subjects

Course Plan

			Theme	Goals
1st Semester	1st Quarter	1st	Not offered this year Guidance, Development of Interface Design	Confirm the class plan. Also, to understand the development of interface design.
		2nd	Human Cognition and Internal Interfaces	Understand human cognition and internal interfaces.
		3rd	Brain and computer, cognitive models	Understand the brain, computers, and cognitive models.
		4th	Interface and Usability	To understand contact theory, five aspects, and mental models
		5th	Interface and Usability	Understand design and interface, usability and utility.
		6th	Guidelines and evaluation methods	To understand guidelines and concepts, and usability evaluation methods
		7th	Development process	To understand the design elements of interface design and the design development process
		8th	(Mid-term exam)	Confirm the contents of the learning up to this point.
	2nd Quarter	9th	Return of mid-term exam and explanation of answers, Interface Design Methodology	Check and make up for the parts that have not been studied sufficiently. Understand the relationship of design elements.
		10th	Interface Design Design Methodology	Understand the design of expression and interaction, and the method from the perspective of system design.
		11th	Design Concept from Context Perspective	To understand interface types.
		12th	Evaluation methods using mathematical analysis	To understand the evaluation method using mathematical analysis.
		13th	Universal design, etc.	To understand universal design, etc.
		14th	Next generation interface technology	To think about the next generation of interface design
		15th	(Final exam)	Confirm the contents of study
		16th	Return of final exam papers and explanation of the exam	Check and make up for areas of insufficient learning.

Evaluation Method and Weight (%)

	Examination	Exercise / report assignment	Total
Subtotal	70	30	100
Basic Proficiency	0	0	0
Specialized Proficiency	70	30	100
Cross Area Proficiency	0	0	0