



Dottorato di Ricerca in Ingegneria dell'Informazione PhD Program in Information Engineering

Mobile Interaction Design

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Abstract: The goal of this course is to provide an introduction to principles and practical guidelines for mobile applications' interaction design. Previous basic knowledge of interaction design, usability or mobile programming are desirable but not mandatory; the content of the course is in fact accessible to any graduated student in Engineering. The attendance of the course is suggested for those who plan to design and develop an interactive application to be used on mobile devices.

Tuesday, 21 January 2020: h.10.00 - h.13.00

Interaction design (UI, Web, Web 2.0), usability, user experience, acceptability, accessibility.

Tuesday, 21 January 2020: h.13.30 - h.15.30

Mobile Interaction Design (context awareness, limitations, strengths).

Wednesday, 22 January 2020: h.10.00 - h.13.00

User research, personas, scenarios.

Wednesday, 22 January 2020: h.13.30 - h.15.30

Task analysis, prototyping (low-fi/hi-fi).

Thursday, 23 January 2020: h.10.00 - h.13.00

iOS Human Interface Guidelines, Google Material Design.

Thursday, 23 January 2020: h.13.30 - h.15.30

Hands-on activity (exploring and experimenting with some prototyping tools – e.g. proto.io, Balsamiq, Axure).

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