

## Kegiatan Perkuliahan IMK S1

Selang Waktu	Hari ke	Bahasan		Referensi
		Pokok Bahasan	Sub-Pokok Bahasan	
24 s/d 29 Agt	1	UI Introduction	Perkenalan, kontrak belajar, dan silabu The Importance of the UI - Defining the UI - The importance of good design - A brief history of HCI <i>- Terkait dengan MK lain (RPL, APSI, ...)</i>	1 ch1 p1-12
	2	Characteristics of Graphical and Web UI	Characteristics of Graphical and Web UI - Interaction style - The GUI and Web UI - The merging of graphical business systems and the web - Principles of UI Design	1 ch2 p13-58
31 Agt/5 Sept	1	The UI Design Process	Step 1 Know Your User or Client - Obstacles and pitfalls in the development path - Usability - Important human characteristics in design - Human considerations in the design of business systems - Performance vs Preference - Methods for gaining an understanding of users	1 p71-102
	2		Step 2 Understand the Business Function - Business definition and requirements analysis - Determining basic business functions - Design standards or style guide - System training and documentation needs	1 p103-126
7 s/d 12 Sept	1	The UI Design Process	Step 3 Understand the Principles of Good Interface and Screen Design - Human considerations in interface and screen design - Technological considerations in interface design - Examples of screens	1 p127-306
	2		Assignment Tugas Besar (integrated)	
14 s/d 26 Sept		<b>LIBUR IDUL FITRI</b>		
28 Sept/ 3 Okt	1		Step 4 Develop System Menus and Navigation Schemes - Structures & functions of menus - Content of menus - Formatting of menus - Phrasing of menus - Selecting menu choices - Web site navigation - Kinds of graphical menus	1 p307-384

	2	The UI Design Process	Step 5 Select the Proper Kinds of Windows - Windows characteristics - Components of a window - Window presentation styles - Types of windows - Organizing window functions - The web and the browser	1 p385-422	
5 s/d 10 Okt	1		Step 6 Select the Proper Interaction Device - Input devices - Output devices	1 p423-442	
	2		Kuis 1 & Monitoring Tugas Besar	proposal	
12 S/D 17 Okt	1		Step 7 Choose the Proper Screen-Based Controls - Operable controls - Text entry/ read-only controls - Selection controls - Combination entry/ selection controls - Other operable controls - Custom controls - Presentation controls - Selecting the proper controls	1 p443-562	
	2		Step 8 Write Clear Text and Messages - Words, sentences, messages, and text - Content and text for web pages	1 p563-592	
19 s/d 24 Okt	1		Step 9 Provide Effective Feedback and Guidance and Assistance - Providing the proper feedback - Guidance and assistance	1 p593-624	
	2		Kuis 2 & Monitoring Tugas Besar		
26 Okt s/d 7 Nov	<b>UJIAN TENGAH SEMESTER</b>				
9 s/d 14 Nov	1		The UI Design Process	Monitoring Tugas Besar	
	2			Step 10 Provide Effective Internationalization and Accessibility - International considerations - Accessibility	1 p625-650
16 s/d 21 Nov	1	Step 11,12 Create Meaningful Graphics, Icons, Images & Col - Icons & Graphics - Multimedia - Color uses - Possible problems with color - Color and human vision - Choosing colors - Uses of color to avoid		1 p651-726	
	2	Step 13 Organize and Layout Windows and Pages - Organizing and laying out screens - Screen examples		1 p727-766	

23 s/d 28 Nov	1		Step 14 Test, Test, and Retes - Usability - Prototypes - Kinds of tests - Developing and conducting a test - Analyze, modify, and retest - Evaluate the working system	1 p767-810
	2		Kuis 3	
14 s/d 19 Des	1		Presentasi Tugas Besar 1	
	2		Presentasi Tugas Besar 2	
21 s/d 26 Des	1		Presentasi Tugas Besar 3	
	2		Presentasi Tugas Besar 4	
30 Nov s/d 5 Des	1	Trends in UI Design	Task-based UI Design - Task-based design process - Designing for usability - Task modelling and analysis - Interaction patterns in UI design - Tools for task based design	2
	2		Web and Mobile UI Design - Web and mobile devices - Selecting application technologies - Web and mobile design principles - Web and mobile UI design patterns	3,7
7 s/d 12 Des	1		Game Interface Design - Planning menu flow - The look and feel of your interface - Technical requirements and tricks - Using animations - Creating an interactive mockup	4
	2		Kuis 4	
28 Des 09 s/d 2 Jan 2010	Kuliah Pengganti, Pencetakan Daftar Peserta Ujian			
4 s/d 16 Jan 2010	<b>UJIAN AKHIR SEMESTER</b>			

Referensi:

- [1] Galitz, Wilbert O. 2007. *The Essential Guide to UI Design*. Third Edition.
- [2] Welie, martijn van. 2001. *Task-based UI Design*. SIKS Dissertation Series No. 2001-6.
- [3] Ballard, Barbara. 2007. *Designing the Mobile User Experience*. Little Springs Design, Inc., USA.
- [4] Fox, Brent. 2005. *Game Interface Design*. Thompson Course Technology.
- [5] Kalbach, James. 2007. *Designing Web Navigation*. O'Reilly.
- [6] Cohen, Michael H., et al. 2004. *Voice UI Design*. Addison Wesley.
- [7] Coninx, Karin., et al. 2006. *Task Models and Diagrams for UI Design*. Springer.