



**UNIVERSITAS NEGERI YOGYAKARTA**  
POSTGRADUATE PROGRAM  
DEPARTMENT OF ELECTRONICS AND INFORMATICS  
ENGINEERING EDUCATION

Jalan Colombo Nomor 1 Yogyakarta 55281  
Telepon: (0274) 586168 Pesawat 216, 289, 292; Fax. (0274) 586734  
Laman: [ft.uny.ac.id](http://ft.uny.ac.id), E-mail: [humas\\_ft@uny.ac.id](mailto:humas_ft@uny.ac.id)

**Master of Education in Electronics and Informatics Engineering**

**MODULE HANDBOOK**

Module name:	User Experience Design
Module level, if applicable:	Postgraduate
Code:	PTI 8214
Sub-heading, if applicable:	-
Classes, if applicable:	-
Semester:	2 <sup>nd</sup>
Module coordinator:	Dr. Ratna Wardani, S.Si, M.T.
Lecturer(s):	Dr. Ratna Wardani, S.Si, M.T.
Language:	Bahasa Indonesia
Classification within the curriculum:	Concentration Course
Teaching format / class Hours per week during the semester:	100 minutes lectures and 150 minutes structured activities per week.
Workload:	Total workload is 93,33 hours per semester which consists of 100 minutes lectures, 150 minutes structured activities, and 100 minutes self-study per week for 16 weeks.
Credit points:	2
Prerequisites course(s):	Project Management Software
Course outcomes:	After taking this course the students have ability to: CO1. Understand the basic concepts of UX Design and be able to identify the basic principles of UXD in product design CO2. Mastering the concept of User Center Design CO3. Mastering the UX Design Process activities and being able to carry out the UX Design Process stages in product development correctly and sequentially CO4. Applying the basic principles of UX Design in designing User Interface products that are good and according to user needs. CO5. Evaluating the application of Design Thinking and Design Sprint methods in product development CO6. Understand the elements in UX Design

Content:	<p>User Experience (UX) Design is a course that discusses the process of increasing user satisfaction (application users, website visitors) in increasing the usability and convenience provided in interactions between users and products. Every interaction / digital interface such as mobile or web applications, smart tools, etc. is designed to solve problems or make it easier for humans to do their jobs. Every device is made for the convenience of human life as a user. Study Materials / Topics Substantially, the User Experience (UX) Design course includes the following study materials:</p> <p>[1] Introduction to UI/UX;  [2] Design Thinking;  [3] Design toolkit and UI/UX Notebook;  [4] User Research;  [5] User Journey;  [6] UX Principle;  [7] User Testing;  [8] Case study.</p>																									
Study/exam achievements:	<p>Attitude assessment is carried out at each meeting by observation and / or self-assessment techniques using the assumption that basically every student has a good attitude. The student is given a value of very good or not good attitude if they show it significantly compared to other students in general. The result of attitude assessment is not a component of the final grades, but as one of the requirements to pass the course. Students will pass from this course if at least have a good attitude.</p> <p>The final mark will be weight as follow:</p> <table border="1" data-bbox="630 1264 1471 1747"> <thead> <tr> <th>No</th> <th>CO</th> <th>Assessment Object</th> <th>Assessment Technique</th> <th>Weight</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>CO1 CO2 CO6</td> <td>- Understanding of Concepts - Applications</td> <td>Project Based Assignment</td> <td>30%</td> </tr> <tr> <td>2</td> <td>CO2 CO3 CO4 CO5 CO6</td> <td>- Understanding of Concepts - Teamwork Collaboration Skill</td> <td>Presentation and Discussion</td> <td>30%</td> </tr> <tr> <td>3</td> <td>CO1 - CO6</td> <td>- Product - Prototype - Presentation</td> <td>Final Project Course</td> <td>40%</td> </tr> <tr> <td colspan="4" style="text-align: right;">TOTAL</td> <td>100%</td> </tr> </tbody> </table>	No	CO	Assessment Object	Assessment Technique	Weight	1	CO1 CO2 CO6	- Understanding of Concepts - Applications	Project Based Assignment	30%	2	CO2 CO3 CO4 CO5 CO6	- Understanding of Concepts - Teamwork Collaboration Skill	Presentation and Discussion	30%	3	CO1 - CO6	- Product - Prototype - Presentation	Final Project Course	40%	TOTAL				100%
No	CO	Assessment Object	Assessment Technique	Weight																						
1	CO1 CO2 CO6	- Understanding of Concepts - Applications	Project Based Assignment	30%																						
2	CO2 CO3 CO4 CO5 CO6	- Understanding of Concepts - Teamwork Collaboration Skill	Presentation and Discussion	30%																						
3	CO1 - CO6	- Product - Prototype - Presentation	Final Project Course	40%																						
TOTAL				100%																						
Forms of media:	Board, LCD Projector, Laptop/Computer																									
	1. Buxton, B. (2007) Sketching User Experiences: Getting the Design Right and the Right Design. Morgan																									

Literature:	<p>Kaufmann.</p> <ol style="list-style-type: none"> <li>2. A Project Guide to UX Design: For user experience designers in the field or in the making, Russ Unger and Carolyn Chandler, 2009.</li> <li>3. Best Practices in User Experience (UX) Design: Design Compelling User Experiences to Wow Your Customers, Mike Gualtieri, Harley Manning, Mike Gilpin, John R. Rymer, David D'Silva, and Wallis Yu, 2009.</li> <li>4. The Basic of User Experience Design, interaction Design Foundation, 2002.</li> <li>5. Benyon, D. (2019). Designing User Experience. United Kingdom: Pearson.</li> <li>6. Clark, N. (2018). Ui/ux Design Basics and Fundamentals. Washington, Amerika Serikat: Amazon Digital Services LLC - Kindle Direct Publishing.</li> <li>7. Marcus, A. (2014). User Experience Design for Diverse Interaction Platforms and Environments. Design, User Experience, and Usability.</li> </ol>
-------------	--

**PLO and CO mapping**

	PLO1	PLO2	PLO3	PLO4	PLO5	PLO6	PLO7	PLO8	PLO9	PLO10
CO1					✓				✓	
CO2					✓	✓	✓	✓	✓	
CO3						✓	✓	✓		
CO4								✓		✓
CO5									✓	✓
CO6					✓				✓	