



<u>Course TITLE:</u> Interface Design for Wireless Devices <u>Instructor:</u> Kunya Wongpaisansin <u>Title/Position :</u> Chairperson, Games and Interactive Media <u>Institution :</u> Bangkok University



Course Overview:

This subject presents challenges and strategies for designing user interfaces for wireless devices. It discusses how information architecture, paper prototyping, and usability testing are adapted for pagers, PDAs, and mobile phones.

*Remark: There is no pre-requisite requirement for students. Students have to bring their own laptop.

Grading:

| On-going Assessment (80%) | |
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| 1. Classroom Participation | 10% |
| 2. Activity Outside the Classroom | 5% |
| 3. Individual Assignment 1 - Design Journal | 10% |
| 4. Individual Assignment 2 | 10% |
| 5. Lab and Homework | 15% |
| 6. Group Project | |
| <u>Test</u> (20%) | |
| 1. Test 1 | 10% |
| 2. Test 2 | 10% |