



SUBJECT DATASHEET

User Experience

BMEGT52A303

I. SUBJECT DESCRIPTION

1. SUBJECT DATA

Subject name

User Experience

ID (subject code)

BMEGT52A303

Type of subject

contact lessons

Course types and lessons

<i>Type</i>	<i>Lessons</i>
Lecture	2
Practice	2
Laboratory	0

Type of assessment

mid-term
grade

Number of credits

6

Subject Coordinator

<i>Name</i>	<i>Position</i>	<i>Contact details</i>
Herendy Csilla	Researcher (BUTE)	herendy.csilla@gtk.bme.hu

Educational organisational unit for the subject

Department of Ergonomics and Psychology

Subject website

<https://edu.gtk.bme.hu/>

Language of the subject

magyar - HU

Curricular role of the subject, recommended number of terms

Programme: **Communication and media studies Bachelor's Programme from 2021/22/Term 1**

Subject Role: **Compulsory elective**

Recommended semester: **3**

Direct prerequisites

Strong Nincsen

Weak Nincsen

Parallel Nincsen

Exclusion Nincsen

Validity of the Subject Description

Approved by the Faculty Board of Faculty of Economic and Social Sciences, Decree No: 5881478/13/2024 registration number. Valid from: 11.12.2024.

2. OBJECTIVES AND LEARNING OUTCOMES

Objectives

The aim of the course is to provide students with a basic introductory knowledge of the research areas of User eXperience, to learn the basic concepts, the main theoretical frameworks and the research methodologies applicable in the development of eXperience.

Academic results

Knowledge

1. You know the concept of user experience and ergonomics.
2. You know some elements of the psychological background of human-computer interaction,
3. You know the guidelines for software ergonomics.
4. It is aware of the variety of methods for designing the user interface.

Skills

1. Ability to independently analyse websites first and software user interfaces second.
2. Ability to design, conduct and evaluate a usability study.

Attitude

1. A critical view of user interfaces.
2. It prioritises the human aspect - seeking to reconcile technical and content aspects with human factors.
3. Collaborate with the instructor and fellow students to expand knowledge.
4. He is constantly expanding his knowledge through learning.
5. It seeks to use professional references and empirical methods rather than disputes when making design decisions and critical opinions.

Independence and responsibility

1. It welcomes well-founded critical comments.
2. Autonomy. Have your own critical opinion.
3. In some situations, they work with their fellow students – as part of a team – to solve. problems.

Teaching methodology

Through lectures and practical exercises, students will learn about and gain practice in specific areas of User eXperience. To this end, they will develop a joint project on a topic agreed in advance.

Materials supporting learning

- UX kutatási módszerek - A felhasználói élmény kutatása során alkalmazható gyakorlati módszerek, tudományos hátterük és összefüggéseik. Herendy – Hercegfői – Szabó – Tóvölgyi. 2024, Edge, Budapest. <http://hdl.handle.net/10890/57645>
- Valamint a félév során egyeztetett irodalmak.

II. SUBJECT REQUIREMENTS

TESTING AND ASSESSMENT OF LEARNING PERFORMANCE

General Rules

Evaluation of the learning outcomes formulated: development of a joint project task with continuous mid-year discussions, presented in the form of a small group presentation at the end of the semester. The presentation will be complemented by a text book.

Performance assessment methods

Documentation and presentation of a team-based project assignment.

Percentage of performance assessments, conducted during the study period, within the rating

- Házi feladat prezentációja: 33
- Házi feladat dokumentációja: 67

Percentage of exam elements within the rating

Conditions for obtaining a signature, validity of the signature

Joint project presentation, submission of a written paper, class participation.

Issuing grades

Excellent	95
Very good	85-94
Good	70-84
Satisfactory	60-69
Pass	50-59
Fail	0-49

Retake and late completion

The procedure for corrections and replacements is always governed by the current regulations. A summative assessment may be replaced or corrected free of charge during the pótlási időszak. In the case of a correction, the result obtained at the time of the replacement or correction will be taken into account.

Coursework required for the completion of the subject

Participation	56
Preparation	34
Project work	90
összesen	180

Approval and validity of subject requirements

Consulted with the Faculty Student Representative Committee, approved by the Vice Dean for Education, valid from: 04.11.2024.

III. COURSE CURRICULUM

THEMATIC UNITS AND FURTHER DETAILS

Topics covered during the term

A félév során az alábbi témák kerülnek feldolgozásra.

- 1 Online színtér, online ágensek, a természetes online észjárás
- 2 Ergonómia, felhasználói élmény, perszónák, a kognitív sémák és a felhasználói útvonalak
- 3 Akadálymentesség
- 4 Drótvázlat és prototípusok
- 5 Emprikus és analitikus vizsgálati módszerek
- 6 Tervezési irányelvek
- 7 Szemmozgáskövetés

Additional lecturers

Dr. Hercegfő Károly egyetemi docens hercegfő.károly@gtk.bme.hu

Dr. Szabó Bálint egyetemi adjunktus szabo.balint@gtk.bme.hu

Dr. Geszten Dalma egyetemi adjunktus geszten.dalma@gtk.bme.hu

Molnár Marietta Phd hallgató marietta.molnar@edu.bme.hu

Approval and validity of subject requirements