

Course title	User Interface (UI) and Spatial Design				
Course code	BIMA-360				
Course type	Compulsory				
Level	1st Cycle				
Year / Semester	3rd				
Teacher's name	Mr. Stelios Papamichael				
ECTS	6	Lectures / week	12	Laboratories / week	
Course purpose and objectives	<p>Main Objectives of the Course:</p> <ul style="list-style-type: none"> • Introduce students to foundational principles of user interface (UI) and spatial design. • Equip students with fundamental skills in designing and developing user-friendly digital interfaces, interactive prototypes, and mobile app designs. • Familiarize students with prototyping tools and user experience (UX) design methodologies. • Provide insights into screen-based design workflows and their application in spatial contexts. • Explore the importance of maintaining consistency and coherence in visual language across web and spatial designs. • Foster creative problem-solving skills through practical and conceptual design challenges. • Develop an understanding and appreciation for managing interactive media projects including their spatial dimensions. 				
Learning outcomes	<p>After completing the course, students are expected to be able to:</p> <ol style="list-style-type: none"> 1. Identify the foundational principles of user interface (UI) and spatial design. 2. Design user interfaces tailored to the needs and characteristics of a target audience. 3. Evaluate ergonomics, conceptual models, and metaphors in UI and spatial design practices. 4. Analyze the effectiveness of screen layouts, typography, and spatial elements in interface design. 5. Critically assess the quality of websites and spatially interactive solutions, presenting well-founded design arguments. 6. Apply critical thinking to develop creative and visually compelling design practices. 				

	<p>7. Recognize and apply essential skills for multimedia production, including spatial considerations.</p> <p>8. Explain the role and significance of branding in digital and spatial design contexts.</p> <p>9. Design and produce innovative solutions to web and spatial communication challenges.</p>		
Prerequisites	BIMA-260	Required	
Course content	<p>Evolution and history of user interface and spatial design. Designing interfaces: identifying your audience and communicating your message effectively. Balancing form, aesthetics, and functionality in UI and spatial designs. Design thinking and the creation of cohesive brand identities. Exploring ergonomics and conceptual models in user and spatial experiences. Feedback mechanisms and metaphorical frameworks in design. Screen layout, color theory, and typography for web, mobile applications, and spatial contexts. The role of icons: usage, design, and impact in user interfaces. Navigation design and functionality for seamless user experiences. Crafting user interfaces, websites, and interactive prototypes with spatial design considerations.</p>		
Teaching methodology	Lectures, Lab Presentations, Lab Tutorials, Practical Exercises and Assignments.		
Bibliography	<p>Lecturer's notes, Stelios Papamichael, Online. // Recommended Textbooks / Readings: John DiMarco Digital Design for Print and Web: An Introduction to Theory, Principles, and Techniques Wiley 2010 978-0470398364 Mr. Patrick J. Lynch, Sarah Horton Web Style Guide, 3rd edition: Basic Design Principles for Creating web sites Yale university press 2009 978-0300137378 Jason Beard The principles of beautiful web design Site point 2007 978-0975841969 Elaine England & Andy Finney Managing Interactive Media Addison-Wesley 2007 0-321-43693-8</p>		
Assessment	Major projects, Written examination, Class attendance and performance.		
Language	English		