

1	UI DESIGN
2	COMPULSORY
3	EQF 7
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6	6
7	Marco Guerini
8	The course provides the main guidelines for designing graphic interfaces for web applications. The goal is to acquire the skills on the latest technologies for development, the know how on the best practices and the correct terms that allow you to share your graphic project.
9	face to face
10	Request knowledge of: a) software for raster and vector graphics (Photoshop, Illustrator); b) knowledge of HTML programming
11	1. The structure of a web app: Recognize patterns and components of UI. 2. UCD User centered design: Understand the main usability guidelines and the Design System. 3. The prototyping software: Which software to use? Adobe XD vs Sketch. 4. Test Simulated projects belonging to different contexts.
12	Bibliography (recommended): Web Usability 2.0 - Jakob Nielsen Hoa Loranger Eyetracking Web Usability - Jakob Nielsen Kara Pernice Interfacce a misura d'uomo - Jef Raskin Il canone di Vignelli - Massimo Vignelli La legge della semplicità - John Maeda La caffettiera del Masochista - Donald Norman Aboutface - Alan Cooper Robert Reimann David Cronin Christopher Noessel La teoria dei colori - Johann Wolfgang Goethe Storia dei colori - Manilo Brusatin Interazione del colore - Josef Albers Il tratto - Gerrit Noordzij Web Usability - Jacopo Pasquini, Simone Giomi Better Web Typography for a Better Web - Matej Latin
13	-
14	Students will have to carry out a project applying the acquired knowledge.
15	italian