# Online Course Catalogue

| Course Title | Study Field | University |
|---|---|---|
| Foundation and Design of Digital Resources | Education | University of Barcelona |

**CHARM priority field**

**Technology and STEM**

Course code

**575616**

Faculty

**Faculty of Education**

Department

**Theory and History of Education**

Study Level:

**MA/MSc**

Number of credit points:

**9**

Name of instructor(s):

**Cristina Galván**

## Short description of the course

The main objectives of the course are to learn the psycho-pedagogical bases of the design of digital resources oriented towards learning and to develop briefings for interactive design projects. Interactive synchronous sessions and tutoring sessions are held.

## Full description of the course

http://grad.ub.edu/grad3/plae/AccesInformePDInfes?curs=2023&assig=575616&ens=M130K&recurs=pladocent&n2=1&idioma=ESP

## Learning outcomes

To know the psycho-pedagogical bases of the design of learning-oriented digital resources. To understand the relationship between didactic design and interactive design of learning-oriented digital resources. To know the principles of design applied to digital resources. To recognise different methods in the design of interactive materials. Know the processes of design and production of digital resources.

## Additional information

Course requirements
**Theories of learning as prior knowledge**

Time zone
**CET (Spain, France, Germany, Netherlands, Hungary, Norway)**

Language of instruction
**Spanish**

Start date of course:
**2024-10-07 00:00:00**

End date of course:
**12/20/2024**

Contact hours per week for the student:
**4**

Specific regular weekly teaching day/time
**Mondays and Thursdays 18h-20h**

Mode of delivery:
**fully online (all students participating online), at specific time (= synchronous)**

Planned educational activities and teaching methods
**lectures, interactive activities and group work**

Learning Management System
**Moodle**

Assessment methods
**assignment**

Certification
**Transcript of records**

Course literature (compulsory or recommended):
**Banga, C., y Weinhold, J. (2014). Essential Mobile Interaction Design: Perfecting Interface Design in Mobile Apps (Usability). Addison-Wesley. Butler, J., Holden, K., y Lidwell, W. (2005). Principios universales de diseño. Blume. Conole, G. (2013). Designing for Learning in an Open World. Springer Cooper, A., Reimann, R., Cronin, D., y Noessel, C. (2014). About Face: The Essentials of Interaction Design. Wiley. Cuello, J., y Vittone, J. (2014). Diseñando apps para móviles. Createspace. Design 360º. (2019). Interactive Design for Screen. 100 Graphic Design Solutions. Hoaki Books Grané, M. (2012). El disseny interactiu a la xarxa. Edicions UB. Kelway, J. (2012). Six Circles. An Experience Design Framework. UX Magazine. Knapp, A. (2003). La experiencia del usuario. Anaya. Krug, S. (2014) Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability (3rd edn). Pearson. Maeda, J. (2006). Las leyes de la simplicidad (diseño, tecnología, negocios, vida). Barcelona: Gedisa. Norman, D. A. (2010). Living with complexity. Cambridge, MA: MIT Press. Pratt, A. y Nunes, J. (2013). Diseño interactivo. Oceano Ambar. Preece, J. (2000). Online communities: designing usability, supporting sociability. John Wiley. Seel, N., Lehmann, T.,**

**Blumschein, P., y Podolskiy, O. (2017). Instructional Design for Learning: Theoretical Foundations. SpringerLinks Sharp, H., Preece, J., y Rogers, Y. (2019). Interaction Design: Beyond Human-Computer Interaction. (10 edition). Wiley. Trestini, M. (2018). Modeling of Next Generation Digital Learning Environments: Complex Systems Theory. ISTE-Wiley Weinschenk, S. M. (2011). 100 Things Every Designer Needs to Know about People. New Riders Publishing.**

Number of places available for CHARM students
**7**

# Other relevant information

None

**CHARM-EU**