

DES120 • Design Foundations for Digital Products

School of Design & Communication • Undergraduate • 6 ECTS

Overview

Foundations of product interface design: interaction patterns, critique practice, and clarity-first composition. Students learn to translate goals into flows and screens, justify decisions, and iterate with feedback while maintaining accessible, consistent UI structure.

LOGISTICS

Credits: 6 ECTS

Level: Undergraduate

School: School of Design & Communication

Prerequisites: None listed

Tags: design, interaction, critique

Meeting time: Weekly lecture + critique studio

Instruction mode: Critique-first: iterations with evidence and rationale

LEARNING OUTCOMES

You will be able to:

- Translate user needs into clear interface requirements and flows
- Produce artifacts that communicate decisions (wireframes, specs, rationale)
- Practice critique
- Translate user needs into clear interface requirements and flows
- Produce artifacts that communicate decisions (wireframes, specs, rationale)
- Practice critique: give and receive feedback with precision

ASSESSMENT

Components

- Coursework: 60%
- Final project: 40%

Assessment emphasizes iteration and clarity. You submit a process log (what changed and why) alongside final artifacts. The strongest work shows constraint-aware decisions.

WEEKLY PLAN

Schedule

Week 1: Week 1

- Interaction patterns: navigation, forms, feedback

Week 2: Week 2

- Information architecture: flows and structure

Week 3: Week 3

- Visual hierarchy: layout, spacing, typography basics

Week 4: Week 4

- Prototype iteration: critique and revision cycles

Extended outline

- Interaction patterns: navigation, forms, feedback
- Information architecture: flows and structure
- Visual hierarchy: layout, spacing, typography basics
- Prototype iteration: critique and revision cycles
- Spec writing: handoff and constraints
- Final: a small product concept with a documented design system

POLICIES & RESOURCES

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- Accessibility is not optional: document contrast and keyboard behavior.
 - Evidence over taste: decisions must cite user needs or constraints.
 - Academic integrity: cite any templates, references, or UI patterns used.

Suggested resources

- Critique worksheet: what works, what fails, what to try next
- UI spec template: states, spacing, typography, components
- Accessibility checklist starter: contrast, focus, semantics