



# Postgraduate Certificate Information System and Interface Usability

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

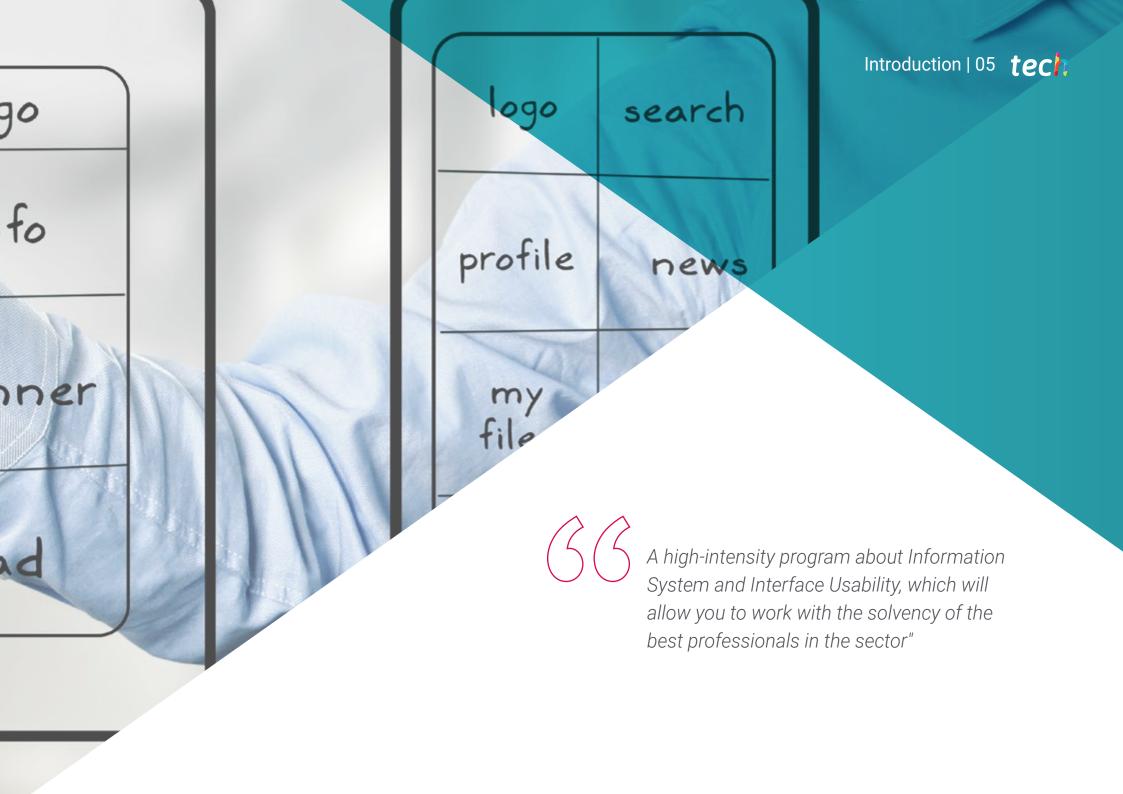
» Exams: online

Website: www.techtitute.com/pk/information-technology/postgraduate-certificate/information-system-interface-usability

# Index

01		02			
Introduction		Objectives			
	p. 4		p. 8		
03		04		05	
Structure and Content		Methodology		Certificate	
	p. 12		p. 16		p. 2





## tech 06 | Introduction

This Postgraduate Certificate in Information System and Interface Usability has been created to offer an interesting, interactive and, above all, very effective process to learn everything related to the subject. To achieve this, a clear and continuous growth path is offered, which is also 100% compatible with other occupations.

Through an exclusive methodology, this Postgraduate Certificate will lead you to know all the characteristics that the professional needs to stay at the forefront and knowledge the changing phenomena of this form of communication.

Therefore, this program will address the aspects that a designer needs to know in order to perform their functions with confidence. A program that will help students to achieve success in the challenges of a first-class professional.

The Postgraduate Certificate in Usability in Information Systems and Interfaces is presented as a viable option for a professional who decides to work independently but also to be part of any organization or company An interesting avenue of professional development that will benefit from the specific knowledge that we now make available to you in this program.

This **Postgraduate Certificate in Information System and Interface Usability** contains the most complete and up-to-date program on the market. The most important features include:

- Development of a Large Number of Case Studies Presented by Experts
- Graphic, schematic, and highly practical contents
- The latest developments and cutting-edge advances in this field
- Practical Exercises where the Self-assessment Process can be Carried Out in Order to Improve Learning
- Innovative and highly efficient methodologies
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an Internet connection



Do not miss the opportunity to study with us this Postgraduate Certificate in Usability in Information Systems and Interfaces It's the perfect opportunity to advance your career"



All the necessary knowledge for graphic designers in this field, compiled in a highly efficient Postgraduate Certificate program, which will optimize your effort with the best results"

The development of this Postgraduate Certificate is focused on the practice of the proposed theoretical learning. Through the most effective teaching systems, proven methods imported from the most prestigious universities in the world, you will be able to acquire new knowledge in a practical way. In this way, TECH strives to convert its efforts into real and immediate competencies.

The online system is another strength of the educational program. With an interactive platform that has the advantages of the latest technological developments, the most interactive digital tools made available. This way, it is possible to offer a way of learning that is totally adaptable to students' needs, so they can perfectly combine this program with their personal or working life.

A practical and intensive program that will give you all the tools you need to work in this field, in a specific and concrete Postgraduate Certificate.

A training program created to allow you to implement your acquired knowledge into your daily practice in an almost immediate way.







# tech 10 | Objectives



## **General Objective**

• Learn what is needed for graphic design in Usability in Information Systems and Interfaces



Take the step to get up to date on the latest developments in Usability in Information System and Interface Usability"





## Objectives | 11 tech



## **Specific Objectives**

- Identify problems related to digital design and collect and analyze the information required to evaluate and solve them
- Master the technological resources of visual communication
- Know the conditioning factors of the processes of interaction with information, the structure of information and accessibility
- Know how to establish information organizational structures
- Conceive, plan and develop design projects in accordance with technical, functional, aesthetic and communicative requirements and conditions
- Know usability errors to avoid making them





## tech 18 | Structure and Content

## Module 1. Usability in Information Systems and Interfaces

- 1.1. Usability Approach
  - 1.1.1. Concept of Usability
  - 1.1.2. Usability in the Last Decades
  - 1.1.3. Contexts of Use
  - 1.1.4. Efficiency and Ease of Use The Engelbart Dilemma
- 1.2. Objectives and Principles of Usability
  - 1.2.1. The Importance of Usability
  - 1.2.2. Objectives
  - 1.2.3. Principles
  - 1.2.4. Readability Guidelines
- 1.3. Usability Perspectives and Standards
  - 1.3.1. Usability Standards According to Jakob Nielsen
  - 1.3.2. Usability Standards According to Steve Krug
  - 1.3.3. Comparative Summary Table
  - 1.3.4. Practice I: In Search of Good Visual References
- 1.4. Analysis of the Most Common Usability Errors I
  - 1.4.1. It Is Human to Make Mistakes
  - 1.4.2. Coherence and Consistency Errors
  - 1.4.3. Not Having a Responsive Design
  - 1.4.4. Deficient Organization in Structure and Content
  - 1.4.5. Poorly Readable or Poorly Structured Information
- 1.5. Analysis of the Most Common Usability Errors II
  - 1.5.1. Incorrect Management and Control of Internal Links
  - 1.5.2. Form and Contact Errors
  - 1.5.3. Lack of Search Mechanisms or Inefficiency
  - 1.5.4. Pages Names and Favicon
  - 1.5.5. Other Common Errors of Usability
- 1.6. Usability Evaluation
  - 1.6.1. Usability Metrics
  - 1.6.2. Return on Investment
  - 1.6.3. Phases and Methods of Usability Evaluation
  - 1.6.4. Practice II: Evaluating Usability





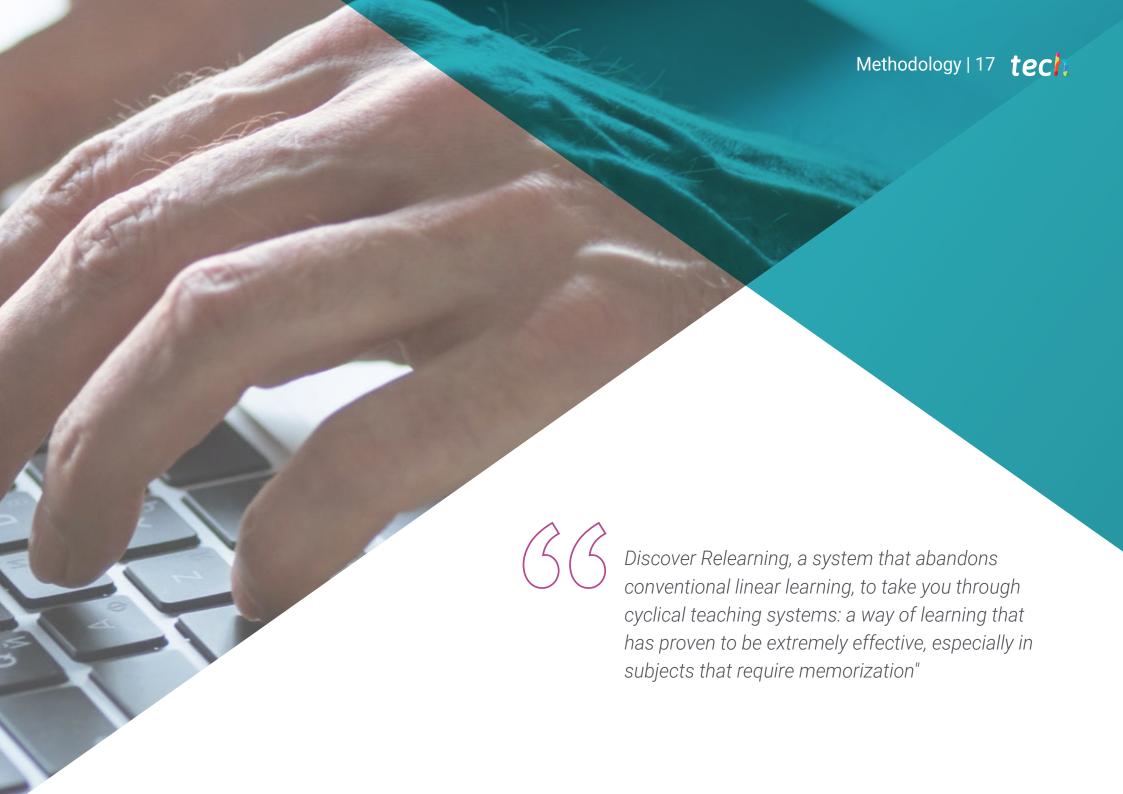
## Structure and Content | 19 tech

- 1.7. User-Centered Design
  - 1.7.1. Definition
  - 1.7.2. User-Centered Design and Usability
  - 1.7.3. Usability Evaluation
  - 1.7.4. Reflections
- 1.8. Design of Child-Oriented Interfaces
  - 1.8.1. Considerations of These Users
  - 1.8.2. Usability
  - 1.8.3. Differences Between Genders
  - 1.8.4. Content Design
  - 1.8.5. Visual Design
  - 1.8.6. Usability Evaluation
- 1.9. Design of Adolescent-Oriented Interfaces
  - 1.9.1. General Characteristics
  - 1.9.2. Considerations of These Users
  - 1.9.3. Differences Between Genders
  - 1.9.4. Visual References
- 1.10. Design of Interfaces Oriented to a Senior Audience
  - 1.10.1. Visual Design
  - 1.10.2. Content Design
  - 1.10.3. Options Design
  - 1.10.4. Usability



A unique, key, and decisive educational experience to boost your professional development"





## tech 18 | Methodology

#### Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.



At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world"



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

## A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.



Our program prepares you to face new challenges in uncertain environments and achieve success in your career"

The case method has been the most widely used learning system among the world's leading Information Technology schools for as long as they have existed. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question that you are presented with in the case method, an action-oriented learning method. Throughout the course, students will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.



### Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH, you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



## Methodology | 21 tech

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

This methodology has trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, and financial markets and instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.

## This program offers the best educational material, prepared with professionals in mind:



#### **Study Material**

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then adapted in audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high-quality pieces in each and every one of the materials that are made available to the student.



#### **Classes**

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



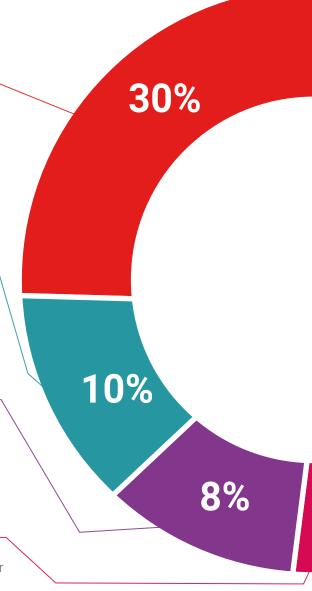
#### **Practising Skills and Abilities**

They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



#### **Additional Reading**

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



#### **Interactive Summaries**

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

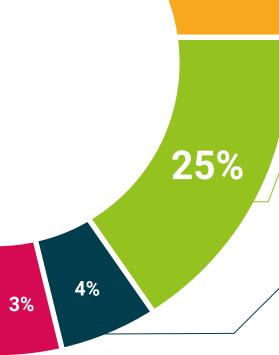


This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

#### **Testing & Retesting**

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.





20%





## tech 30 | Certificate

This **Postgraduate Certificate in Information System and Interface Usability** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery\*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations and professional career evaluation committees.

Title: Postgraduate Certificate in Information System and Interface Usability Official N° of Hours: **150 h**.



<sup>\*</sup>Apostille Convention. In the event that the student wishes to have their paper certificate issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

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