GRAPHIC DESIGN IN BUSINESS (course title)

## COURSE SYLLABUS ABSTRACT of higher education institution speciality

<u>1-25 01 07 – Economics and management at the enterprise</u> (speciality code and name)

> <u>1-25-01-07-03 – Business Administration</u> (specialisation code and name)

|   | STUDY MODE |                          |
|---|------------|--------------------------|
|   | full-time  | correspondence education |
| Year  | 2          | 1                        |
| Semester                                      | 3          | 2                        |
| Lectures, hours                               | 16         | 6                        |
| Laboratory classes, hours                     | 50         | 10                       |
| Exam, semester                                | 3          | 2                        |
| Contact hours                                 | 66         | 16                       |
| Independent study, hours                      | 78         | 128                      |
| Total course duration in hours / credit units |            | 144/4                    |

## 1. Course outline

The aim of the course is to study the theoretical foundations and practical ways of designing a software interface and user support tools to ensure efficient and cost-effective use of information systems, adapting user interface for a wide class of users.

## 2. Course learning outcomes

Upon completion of the course, students will be expected to know:

- peculiarities of human perception of information;
- devices and modes of dialogue;
- issues of computer representation and visualization of information;
- paradigms and principles of human interaction with the computer environment;,
- criteria for evaluating the usefulness of dialog systems.

be able to:

- construct and describe interaction with the computer environment in a given problem area;
- use libraries of dialog controls;
- use programs for developing user interfaces;

- create an environment, describe events, and implement an interactive system as instructed by the teacher;

- develop and debug a program in one of the object-oriented programming languages;

- develop an interface to information systems using modern technologies.

possess:

- skills to develop interfaces to information systems with the help of modern technologies.

3. Competencies

Mastering this academic discipline should provide the formation of the following competencies:

| Codes of | Names of formed competencies |
|----------|------------------------------|

| formed      |  |
|-------------|--|
| competences |  |
| SC-31       | Apply graphic design tools to attract the attention of the target audience and consumers |
|             | of goods and services in various areas of business.                                      |

4. Requirements and forms of midcourse evaluation and summative assessment

In the study of the discipline used the module-rating system of evaluating students' knowledge. The following forms and methods of classes are used: lectures with multimedia, problem-oriented classes, laboratory classes with the use of a computer.