

# Course : Ergonomics of Web interfaces and UX Design

Practical course - 3d - 21h00 - Ref. IHM

Price : 2020 CHF E.T.

 4,4 / 5

BEST

## Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Incorporate ergonomics and UX design into web design processes
- ✓ Understand the existing standards and techniques for improving interface quality
- ✓ Model users and tasks linked to a web application to adapt your HCI
- ✓ Create the prototype of a web screen using design tools
- ✓ Perform a quality audit on a web interface using specific economic criteria
- ✓ Set up a user test scenario and gather the results

## Practical details

### Hands-on work

Examples will be analyzed together, and hands-on work (design, prototyping, auditing) will be carried out in small groups.

## Course schedule

### 1 Definitions, challenges & principles

- From ergonomics to UX Design.
- Role and integration in the development cycle.
- Performance measurements (KPI) and return on investment (ROI).
- Overview of the ISO 9241 standard.
- Ergonomics techniques.

### Example

Overview of low-ergonomics products. Calculating ROI.

## PARTICIPANTS

## PREREQUISITES

## TRAINER QUALIFICATIONS

The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

## ASSESSMENT TERMS

The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more.

Participants also complete a placement test before and after the course to measure the skills they've developed.

## TEACHING AIDS AND TECHNICAL RESOURCES

- The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.

- At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.

- A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

## TERMS AND DEADLINES

## 2 Web specifics

- Contexts and usages: Digitization, mobility, accessibility.
- Functional aspects: Websites, pages, hyperlinks, multimedia, animations.
- Strategic aspects: Digital marketing, customer journey, natural search engine optimization (SEO), social media.
- Current trends: Material design, responsive design, emotional design, gamification.

### Hands-on work

Sites representative of UX trends. Creating an Experience Map.

Registration must be completed 24 hours before the start of the training.

### ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at [psh-accueil@orsys.fr](mailto:psh-accueil@orsys.fr) to review your request and its feasibility.

## 3 User-centered design

- Human factors: Physical, sociological, and psychological economics.
- Bottom-Up vs. Top-Down approaches to ergonomics.
- Quantitative/qualitative field studies: Interviews, focus groups, questionnaires.
- Indirect studies: Contextual analysis, universal heuristic criteria, affordance.
- User modeling: Personae.
- Task modeling: Task tree, DAM, mental maps.

### Hands-on work

Identifying a web app's personae and their main tasks.

## 4 Designing or correcting the web HCIs

- Structuring the content: Map sorting, zoning, storyboarding.
- Low/medium/high-fidelity mockups: Balsamiq, Axure, Photoshop.
- Dynamic prototyping: HTML, CSS, Javascript.
- Functional specifications.
- Design for smartphones and tablets: Mobile First, fluid/adaptive design, gradual improvement.

### Hands-on work

Mock up the screens of a web application based on a set of specifications.

## 5 Evaluate the web HMIs

- Evaluation in design/correction ergonomics.
- Expert auditing: Web evaluation matrices.
- User tests: Guerilla/Remote/Lab Usability Testing.
- Gathering direct data: Post-test questionnaire, evocation, eye tracking.
- Gathering indirect data: A/B Testing, Web Analytics.

### Hands-on work

Auditing an existing web product. Creating a test scenario with a questionnaire.

## Options

### Certification : 190€ HT

La certification DiGiTT® est en option lors de l'inscription à cette formation et s'articule en 3 étapes : le passage d'un Diag® avant la formation, l'accès à une digithèque permettant l'apprentissage des concepts et notions pour chaque compétence digitale, puis le passage de l'examen de certification. Celui-ci se compose d'un test de 90 min disponible en anglais et en français. Le résultat atteste de votre niveau de compétences sur 1000 points (débutant, intermédiaire, avancé, expert). Le seul suivi de la cette formation ne constitue pas un élément suffisant pour garantir un score maximum à l'examen. La planification de ce dernier et son passage s'effectuent en ligne dans les 4 semaines qui suivent le début de votre session.

The certification option comes in the form of a voucher or invitation that will allow you to take the exam at the end of the training course.

## Dates and locations

### REMOTE CLASS

2026 : 25 Feb., 25 Mar., 8 Apr., 8 Apr., 20 May,  
24 June, 29 July, 29 July, 26 Aug., 9 Sep., 14 Oct.,  
14 Oct., 25 Nov., 9 Dec.

### LAUSANNE

2026 : 20 May, 29 July, 25 Nov.

### GENÈVE

2026 : 20 May, 29 July, 25 Nov.