



MODULE SPECIFICATION

Part 1: Information			
Module Title	Usability and Interaction Design		
Module Code	UFCFHC-15-3	Level	Level 6
For implementation from	2019-20		
UWE Credit Rating	15	ECTS Credit Rating	7.5
Faculty	Faculty of Environment & Technology	Field	Computer Science and Creative Technologies
Department	FET Dept of Computer Sci & Creative Tech		
Module type:	Standard		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
<p>Educational Aims: See Learning Outcomes</p> <p>Outline Syllabus: Nature and scope of interaction design: review of the field of human-computer interaction and an overview of the range and nature of activities interaction design encompasses. The human-centred systems perspective.</p> <p>Human characteristics: physiological and psychological attributes. Ergonomics. Memory. Cognition, including problem solving, reasoning and skills acquisition. Role of emotion. Culture and gender issues. Implications of limitations for interface design and development.</p> <p>Usability: principles and concepts. Guidelines and standards. User-centered design process. Usability evaluation in different contexts. Evaluation techniques and frameworks. Data interpretation.</p> <p>Input and output devices: traditional and emerging technologies. New and emerging interaction paradigms: ubiquitous and pervasive computing. Wearable computing. Virtual and augmented reality. Attentive environments. Tangible bits.</p>

STUDENT AND ACADEMIC SERVICES

Interaction design: Interaction design concepts and patterns, visual information design. Affective interaction design.

Teaching and Learning Methods: Contact time: 36 hours

Assimilation and development of knowledge: 74 hours

Exam preparation: 10 hours

Coursework preparation: 30 hours

Total study time: hours 150

There will be weekly two-hour workshop/seminar sessions. The emphasis of these will be on ensuring a deep understanding of content through practical application of concepts and methods. There will be a strong emphasis on engendering a working understanding of taking a human-centred systems perspective in design by the careful choice of appropriate activities and case studies.

Independent learning support. Additional detail will be provided on a module web site in the form of additional tasks, readings, podcasts and videos. Opportunities will be provided to discuss current topics and issues with course colleagues and tutors in tutorial sessions and through online discussion forums. This will enable a regular dialogue between students and tutors.

Part 3: Assessment

The module is assessed by a 2 hour examination at the end of the teaching and also by coursework. The exam assesses the students' understanding of the theoretical aspects of the module. The 1st coursework, a group assignment, allows students to apply usability evaluation techniques. The 2nd coursework requires in-depth research and analysis for an interaction design project.

First Sit Components	Final Assessment	Element weighting	Description
Project - Component B	✓	45 %	Individual interaction design project
Presentation - Component B		30 %	Group presentation (usability study)
Examination - Component A		25 %	Exam
Resit Components	Final Assessment	Element weighting	Description
Project - Component B	✓	75 %	Individual design and evaluation assignment
Examination - Component A		25 %	

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Part 4: Teaching and Learning Methods																	
Learning Outcomes	<p>On successful completion of this module students will achieve the following learning outcomes:</p> <table border="1"> <thead> <tr> <th style="text-align: left;">Module Learning Outcomes</th> <th style="text-align: left;">Reference</th> </tr> </thead> <tbody> <tr> <td>Apply user-centred design and evaluation methodologies and techniques</td> <td>MO1</td> </tr> <tr> <td>Compare and contrast a variety of interfaces and interaction devices in terms of their usability in different contexts</td> <td>MO2</td> </tr> <tr> <td>Synthesise secondary and primary research findings as part of conducting an evidence-based interaction design study</td> <td>MO3</td> </tr> </tbody> </table>	Module Learning Outcomes	Reference	Apply user-centred design and evaluation methodologies and techniques	MO1	Compare and contrast a variety of interfaces and interaction devices in terms of their usability in different contexts	MO2	Synthesise secondary and primary research findings as part of conducting an evidence-based interaction design study	MO3								
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Reading List	<p><i>The reading list for this module can be accessed via the following link:</i></p> <p>https://uwe.rl.talis.com/index.html</p>																

Part 5: Contributes Towards
<p>This module contributes towards the following programmes of study:</p>