Module Specification

UX Design & Development

Version: 2023-24, v2.0, 19 Jul 2023

Contents

Part 1: Information

Module title: UX Design & Development

Module code: UFCFR1-30-1

Level: Level 4

For implementation from: 2023-24

UWE credit rating: 30

ECTS credit rating: 15

Faculty: Faculty of Environment & Technology

Department: FET Dept of Computer Sci & Creative Tech

Partner institutions: University Centre Weston

Field: Computer Science and Creative Technologies

Module type: Module

Pre-requisites: None

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: This module introduces the processes, methods, techniques and tools that development teams and stakeholders use to design and develop their UX Projects. You will learn how to work with internal and external interests during an iterative and collaborative design process that ensures that all voices, interests and functionalities are recognised.

UX Design & Development in modern organisations can be a complex set of

conflicting objectives and tasks that will often require; sensitivity, clarity of vision and a clear and steady attention to detail.

This module also acknowledges that UX Design & Development involves the use of digital as well as physical resources and that the use of contracted third parties from outside the organisation may be a positive approach to reach objective consensus.

Features: Not applicable

Educational aims: To plan, design, develop and test a detailed schedule that would support a full UX Design & Development lifecycle.

To complete the drafting of the outputs of such a lifecycle into documents of appropriate sorts to ensure that good understanding of the Design & Development procedures can be applied in a work environment.

Outline syllabus: Design Development process, procedures & practicalities.

Importance of collaboration and inclusion.

Understanding internal and external interests.

Effective delivery documentation to satisfy all parties.

Part 3: Teaching and learning methods

Teaching and learning methods: Introductory teaching covering the fundamentals and socio-economic underpinning of the module for the first assessment before progressing onto practical delivery through a series of lessons, workshops and practical tasks in the classroom to develop the mindset and understanding required to complete the second, practical, assessment for this module.

Module Learning outcomes: On successful completion of this module students will achieve the following learning outcomes.

> **MO1** Identify, explain, and use appropriate design methodologies leading to clear development specifications that can support successful projects.

MO2 Articulate discrete stages of the Design & Development procedures from vision to specification.

MO3 Identify and explain the key perspectives within Design & Development and the importance of recognising diversity of users during the processes and procedures.

MO4 Analyse the completeness of the various processes that Design & Development requires to ensure that a comprehensive and appropriate Design is delivered.

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 204 hours

Face-to-face learning = 96 hours

Total = 300

Reading list: The reading list for this module can be accessed at readinglists.uwe.ac.uk via the following link https://uwe.rl.talis.com/lists/16002D3E-3B51-4D1C-E705-3B274A2B74B6.html

Part 4: Assessment

Assessment strategy: This module is assessed via a technical interview and a portfolio.

The technical interview will assess students' socio-economic understanding of Design and Development and how that is used in industry. The interview will offer students the opportunity to work as a team to demonstrate their understanding, as well as provide a platform for technical questioning and justification.

Students will then be required to develop a portfolio to a design brief that gives examples of outputs through the phases of development. You will show the interests and expectations from stakeholders both internal to the forthcoming development

and the visionaries behind the product or service.

Where possible, this assessment should have an industry/employer input to ensure the module is aligned to industry expectations and can be applied in work life environments.

Tutor-led formative feedback will be available throughout the module, and targeted sessions led by academic support are run through the academic year to support and provide feedback opportunities on assessment layout, presentation practice and academic research.

The module resits will take the same format as the first sit.

Assessment tasks:

Presentation (First Sit)
Description: The presentation in the form of a professional interview will assess your socio-economic understanding of Design and Development and how this is used in industry. The interview will offer you the opportunity to demonstrate your understanding, as well as provide a platform for technical questioning and justification (20 mins).
Weighting: 40 %
Final assessment: No
Group work: No
Learning outcomes tested: MO1, MO2

Portfolio (First Sit)
Description: You will be required to develop a detailed design portfolio to a given brief that gives examples of outputs through the phases of development. You will show the interests and expectations from stakeholders both internal to the forthcoming development and the visionaries behind the product or service.
Weighting: 60 %
Final assessment: Yes
Group work: No

Learning outcomes tested: MO3, MO4

Presentation (Resit)

Description: The presentation in the form of a professional interview will assess your socio-economic understanding of Design and Development and how this is used in industry. The interview will offer you the opportunity to demonstrate your understanding, as well as provide a platform for technical questioning and justification (20 mins).

Weighting: 40 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2

Portfolio (Resit)

Description: You will be required to develop a detailed design portfolio to a given brief that gives examples of outputs through the phases of development. You will show the interests and expectations from stakeholders both internal to the forthcoming development and the visionaries behind the product or service.

Weighting: 60 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO3, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study: