



Module Specification

UX Project Lifecycles

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Part 1: Information

Module title: UX Project Lifecycles

Module code: UFCFT1-30-1

Level: Level 4

For implementation from: 2024-25

UWE credit rating: 30

ECTS credit rating: 15

College: College of Arts, Technology and Environment

School: CATE School of Computing and Creative Technologies

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 organisations use to manage their UX Projects. You will learn how to apply a systematic methodology for initiating, planning, executing, controlling, and closing projects.

Project management in modern organisations is a complex team-based activity, where various types of technologies (including project management software as well

as software to support group collaboration) are an inherent part of the project management process. This module also acknowledges that project management involves the use of resources both from within the firm, as well as contracted third parties from outside the organisation.

Features: Not applicable

Educational aims: To plan, design, develop and test an appropriate Project Lifecycle construct to meet a business requirement or to alternate a method used in a case study with attention to modern project delivery; methods, frameworks, knowledge and task management.

To complete a detailed Project Lifecycle set of documents with attention to interconnectivity of tasks, risks, design, evolution, testing, governance and other Project Lifecycle elements as are required.

Outline syllabus: Project Lifecycles;

Key roles and responsibilities of UX teams;

UX Project management digital toolkit/project management platforms;

Planning for project success and managing failure.

Part 3: Teaching and learning methods

Teaching and learning methods: This module begins with introductory lectures covering the fundamentals and technical underpinning of the module in preparation for the first assessment before progressing onto practical delivery through a series of lessons, workshops and practical tasks in the classroom to develop the tools and techniques required to complete the practical assessment for this module. Practical toolsets may include exposure to collaborative project management applications (eg Gitlab, MS Project, Trello, Slack etc) as well as design applications (eg Adobe Creative Suite/Adobe XD, Miro, Figma, yEd etc)

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

MO1 Identify, explain, and use appropriate Project Lifecycle methodology and to explore the need for project lifecycles in the modern organisation.

MO2 Articulate discrete stages of the UX Project Lifecycle from vision to release and the interactions between such stages.

MO3 Identify and explain the key roles within UX Project Lifecycle and the importance of role diversity within teams.

MO4 Analyse the resources required to achieve a project with reference to likely failure points and cost of delivery.

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](https://uwe.rl.talis.com/lists/D460F291-458A-061D-1AE6-F6071F113A7E.html) via the following link <https://uwe.rl.talis.com/lists/D460F291-458A-061D-1AE6-F6071F113A7E.html>

Part 4: Assessment

Assessment strategy: This module is assessed via a presentation and a detailed report.

The individual presentation will assess students technical understanding and ability to show how Project Lifecycles work from the perspective of different parties, for example stakeholders, users, testers and governance. The presentation will offer students the opportunity to demonstrate their understanding, as well provide a platform for technical questioning and justification.

You will then be required to write a report based on your presentation using suitably selected Project Lifecycle elements. The flows and interconnectedness of the elements of the presented solution are of particular importance. Where possible, this report should have an industry/employer input to ensure the module is aligned to commercial expectations.

Opportunities for formative feedback exist throughout this module include mock assessments, practice presentations and supported peer assessments to ensure your readiness for assessments. Academic writing is also supported by the Higher Education Academic Registry Team who will run focused sessions throughout the programme.

The resit/retake assessments follow the same format as the first sit with reworked or alternative scenarios/tasks.

Assessment tasks:

Presentation (First Sit)

Description: The individual presentation will assess students technical understanding and ability to show how Project Lifecycles work from the perspective of different parties, for example stakeholders, users, testers, governance. The presentation will offer students the opportunity to demonstrate their understanding, as well as provide a platform for technical questioning and justification (15 mins).

Weighting: 40 %

Final assessment: No

Group work: No

Learning outcomes tested: MO2, MO3

Report (First Sit)

Description: Students will then be required to write a technical manual/process for use in an organisation documenting a lifecycle for a given project using suitably selected Project Lifecycle elements. The flows and interconnectedness of the elements of the documented process are of particular importance and individual responsibility and accountability. Where possible, this technical manual should have

industry/employer input to ensure the module is aligned to industry expectations (2000 words).

Weighting: 60 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO4

Presentation (Resit)

Description: The individual presentation will assess students technical understanding and ability to show how Project Lifecycles work from the perspective of different parties, for example stakeholders, users, testers, governance. The presentation will offer students the opportunity to demonstrate their understanding, as well as provide a platform for technical questioning and justification (15 mins).

Weighting: 40 %

Final assessment: No

Group work: No

Learning outcomes tested: MO2, MO3

Report (Resit)

Description: Students will then be required to write a technical manual/process for use in an organisation documenting a lifecycle for a given project using suitably selected Project Lifecycle elements. The flows and interconnectedness of the elements of the documented process are of particular importance and individual responsibility and accountability. Where possible, this technical manual should have industry/employer input to ensure the module is aligned to industry expectations (2000 words).

Weighting: 60 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study: