



## **Module Specification**

### **Future of UX**

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## Part 1: Information

**Module title:** Future of UX

**Module code:** UFCE46-30-3

**Level:** Level 6

**For implementation from:** 2026-27

**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:** The Future of UX is in many ways the place where clear, clean and cold reasoning is most useful to consolidate a body of knowledge, information and attitudes that could be earthed in the consumption of the output of Caxton's printing press or the understanding of the hieroglyphs on the walls of Ancient Egypt.

As a technological society we tend to look forwards for the next bright shiny thing with minds set to the perceived value received through the delivery of a service or

product.

It is possible to do this without reflection on whether lessons from previous expected futures, such as the 1950's robot revolution, can be usefully applied to ensure good value for time and money spent.

You will, as a cohort, be able to review the academic and populist writings and belief structures allowing yourselves to evolve a solid, pragmatic and appropriate view of the Future of UX to use in your working and personal lives.

Underneath the Future of UX are key socio-economic drivers such as; trust, big-data, sci-fi, discrimination, big money and bigger data. Is this The Future that you were looking for?

**Features:** Not applicable

**Educational aims:** To enable you to understand a complex body of knowledge and develop your analytical techniques and problem-solving skills so that you can clearly explain a view of The Future of UX and why you believe this to be likely.

Through the construction of a presentation and supporting report to identify real world foundations and a path towards a future that is useful and valid to the world we live in, but more pointedly, to the world you work in.

**Outline syllabus:** Knowing the unknowable about the Future of UX.

Filtering out the smoke and mirrors from the insight and invention.

Your personal future weaving in the threads of other interested parties.

Creating a structure that identifies the progression of present time to the future.

### **Part 3: Teaching and learning methods**

**Teaching and learning methods:** Detailed and disruptive lectures covering the past, present and future of what UX means. Not just in our Internet age but also looking backwards into other human to machine interactions from which you can gain useful methods and techniques to help with your understanding of The Future of UX.

We will look to focus on a broad range of projects that can be personal to you or your employer that really pushes the boundaries of what the digital world might look like in The Future. Specifically, you will be looking to consolidate, extend and apply yourself through the acquisition of knowledge and understanding to initiate some meaningful, if small, steps forwards.

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

**MO1** Evaluate evidence, arguments and assumptions surrounding the uncertainty, ambiguity and limits of knowledge about the Future of UX from interested parties.

**MO2** Evaluate the impact of a range of sources including traditional and social media platforms to demonstrate your understanding against historical themes, fears and aspirations

**MO3** To devise and sustain arguments to support your judgements leading to a personal view of the Future of UX.

**MO4** To self-manage the systematic understanding of scholarly reviews and primary sources into a cohesive structure.

**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://rl.talis.com/3/uwe/lists/7847D47E-575F-B338-BA94-DE13654B38DF.html?lang=en-GB&login=1) via the following link <https://rl.talis.com/3/uwe/lists/7847D47E-575F-B338-BA94-DE13654B38DF.html?lang=en-GB&login=1>

## **Part 4: Assessment**

**Assessment strategy:** This module is assessed via a 20 minute lightening pitch and a detailed report.

The individual presentation will assess your ability to deploy accurately established techniques of analysis and enquiry. This will lead to the exercise of initiative and personal responsibility in the messages delivered which should be able to be communicated to specialist and non-specialist audiences.

You will then be required to write a report based, in part, on your presentation which shows that you have a conceptual understanding of how the fundamental principles of UX can, and maybe will, be affected by different future states. Where possible, this report should be based on organisational requirements or aspirations from your employment world.

Tutor-lead formative feedback will be available throughout the module.

### **Assessment tasks:**

#### **Presentation (First Sit)**

Description: The detailed 20 minute lightening pitch will cover some key learning outcomes of this module based on individual research, literacy review and reasoned future directions of UX.

Topics to include: consultancy views over time, drivers of the future both positive and negative, perceived value in UX as it has evolved over time, digital inclusion and the unintended outcomes of bias in the progression towards the Future of UX (20 mins).

Weighting: 60 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO3

### **Report (First Sit)**

Description: You will be required to write a business case building upon your presentation for component A. You should include systematic acquisition of coherent and detailed knowledge some of which may be on the edges of what is viable, or even sensible, in the views of third parties on the Future of UX.

The ability to describe and comment on current research, or academic scholarship, around a particular interest of yours is encouraged, particularly when such an interest is based in your working world (2000 words).

Weighting: 40 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO2, MO4

### **Presentation (Resit)**

Description: The detailed 20 minute lightening pitch will cover some key learning outcomes of this module based on individual research, literacy review and reasoned future directions of UX.

Topics to include: consultancy views over time, drivers of the future both positive and negative, perceived value in UX as it has evolved over time, digital inclusion and the unintended outcomes of bias in the progression towards the Future of UX (20 mins).

Weighting: 60 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO3

### **Report (Resit)**

Description: You will be required to write a business case building upon your presentation for component A. You should include systematic acquisition of

coherent and detailed knowledge some of which may be on the edges of what is viable, or even sensible, in the views of third parties on the Future of UX.

The ability to describe and comment on current research, or academic scholarship, around a particular interest of yours is encouraged, particularly when such an interest is based in your working world (2000 words).

Weighting: 40 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO2, MO4

## **Part 5: Contributes towards**

This module contributes towards the following programmes of study: