Module Specification

UX for Software Design

Version: 2025-26, v3.0, 12 Feb 2024

Contents

Part 1: Information

Module title: UX for Software Design

Module code: UFCFW1-30-2

Level: Level 5

For implementation from: 2025-26

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: Diversity in the way we interact with software and devices has evolved significantly with adoption of Smart Assistants and advancements of Voice Recognition and machine learning modelling. Throughout this module you will redesign interfaces to utilise a range of emerging software interaction tools, and explore user acceptance methodology to conduct your own software interaction testing.

Features: Not applicable

Educational aims: This module combines both the practical application of software design and the tools required to develop robust software interfaces for a range of users and devices. You will research emerging software interaction, including integration of IoT devices and broader collective digital interface to online services including information and commerce. You will also gain an awareness of UX testing and quality assurance and an awareness of manipulation of Machine Learning.

Outline syllabus: This module will be delivered through a majority practical workshops and demonstrations covering:

Software User Interface Design:
Wireframes.
Designing the user journey.

Research, user experience acceptance testing:
Testing User Interfaces and Quality Assurance (Eg formulating test design, heuristic unit testing, testing tools and frameworks).
Qualifying user feedback and acceptance.
Data and feedback validation.

Emerging software interaction:
Conversational User Interface.
Movement tracking.
Computer Vision, AR.

Internet of Things (IoT) devices and integrated platforms:
Smart home technology and connected systems.

Part 3: Teaching and learning methods

Teaching and learning methods: This module combines both initial theoretical and research elements to software UX and design, before equipping you with the tools to effectively test and quality assure software driven user interaction across a range of

interfaces. These will be delivered across a range of lectures, practical workshops, demonstrations and group discussions.

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

MO1 Demonstrate skills to wireframe, storyboard and design effective Software UI

MO2 Apply underlying concepts and principles in the design of Software User Experience

MO3 Evaluate the appropriateness of different approaches to user interaction for software platforms

MO4 Design and implement qualitative user interface testing and quality assurance processes and procedures as part of the software development lifecycle.

MO5 Produce a range of documents to illustrate the stages of the software development lifecycle demonstrating importance of early consideration of user interaction and end user testing.

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://rl.talis.com/3/uwe/lists/E443C04E-10F8-3BD9-0D21-895E3AA42127.html?lang=en-GB&login=1

Part 4: Assessment

Assessment strategy: This module has two assessments. For the first assessment you will be required to develop a poster defence highlighting key chronological

advancements in Software User Experience and how this has enhanced integration of wider digital tools, including developments in IoT, Smart homes and Voice User Experience (VUX).

For your second assessment you are required to design, justify, and test different User Interaction for digital services across a variety of platforms. You will be required to produce a range of software interface designs to illustrate the stages of the software development lifecycle. You will be required to design and implement qualitative user interface testing and quality assurance processes to aid your user acceptance.

Opportunities for formative assessment will be present throughout practical workshops during this module, allowing tutors and peers to feedback on designs and interfaces to influence design decision making.

The resit opportunities will follow the same format as the first submission, however alternative scenarios or case studies should be used.

Assessment tasks:

Poster (First Sit)
Description: For this Poster Defence you will be required to highlight major chronological advancements in Software User Experience and how this has enhanced integration of wider digital tools, including developments in IoT, Smart homes and VUX and the importance of User Experience planning and testing as part of the software development lifecycle in determining the success of digital products.
Weighting: 60 %
Final assessment: No
Group work: No
Learning outcomes tested: MO2, MO5

Portfolio (First Sit)
Description: You are required to design, justify, and test different User Interaction for digital services across a variety of platforms, producing a range of designs to

illustrate your planned software UX and identify the key stages of the software development lifecycle and process.

You will be required to design and implement qualitative user interface testing on your and quality assurance processes to aid your user acceptance and evaluate your findings.

Weighting: 40 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO3, MO4

Poster (Resit)

Description: For this Poster Defence you will be required to highlight major chronological advancements in Software User Experience and how this has enhanced integration of wider digital tools, including developments in IoT, Smart homes and VUX and the importance of User Experience planning and testing as part of the software development lifecycle in determining the success of digital products.

Weighting: 60 %

Final assessment: No

Group work: No

Learning outcomes tested: MO2, MO5

Portfolio (Resit)

Description: You are required to design, justify, and test different User Interaction for digital services across a variety of platforms, producing a range of designs to illustrate your planned software UX and identity the key stages of the software development lifecycle and process.

You will be required to design and implement qualitative user interface testing on your and quality assurance processes to aid your user acceptance and evaluate your findings.

Weighting: 40 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO3, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study: