Module Specification

Human-Computer Interaction II

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Part 1: Information

Module title: Human-Computer Interaction II

Module code: UFCETY-15-3

Level: Level 6

For implementation from: 2028-29

UWE credit rating: 15

ECTS credit rating: 7.5

College: College of Arts, Technology and Environment

School: CATE School of Computing and Creative Technologies

Partner institutions: None

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: In this module, students will critically evaluate and synthesise contemporary Human-Computer Interaction (HCI) theories and evidence to frame design opportunities and justify their methods and decisions. Through a practical session, students will design and implement an interactive system or technique, delivering a high-fidelity prototype that meets defined usability and UX targets. Students will also plan, conduct and report an ethical mixed-methods evaluation

using an appropriate experimental design with quantitative and qualitative analyses, communicating clear, evidence-based recommendations.

Features: Not applicable

Educational aims: Develop critical fluency in advanced HCI theory and research to frame opportunities/challenges and justify methods.

Build capability to design and implement novel interactive systems (e.g., multimodal, tangible, XR, AI-assisted) to high fidelity, meeting explicit usability/UX targets and accessibility standards.

Strengthen rigorous, ethical mixed-methods evaluation skills, including experimental design, quantitative and qualitative analysis, and validity/reliability.

Embed inclusivity, accessibility, and sustainability across the full design evaluation lifecycle.

Develop a reflective practice, ensure reproducibility, and implement responsible data management (including consent, GDPR, and documentation).

Prepare students for research/industry roles and postgraduate study in HCI/UX.

Outline syllabus: Topics are likely to include, but are not limited to:

Planning HCI Research
Evaluation in the lab
Gathering Quantitative Data
Gathering Qualitative Data
Analysing Quantitative Data
Analysing Qualitative Data
Advanced prototyping
Accessibility
Ethics, consent, GDPR/data stewardship
Communicating results
Impact & responsible innovation

Part 3: Teaching and learning methods

Teaching and learning methods: Students will be expected to demonstrate self-direction and originality in their learning.

The lecture series will be supported by weekly practical sessions, during which students will have the opportunity to apply some of the concepts discussed during the lecture series. The practicals will allow the students to work on their projects.

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

MO1 Critically evaluate and synthesise advanced HCI theories and research to frame design opportunities/challenges. This includes justifying research methods and design decisions.

MO2 Design, prototype, and justify a novel interactive system or technique, delivering a high-fidelity prototype that meets defined usability/UX targets.

MO3 Plan, conduct, and report a rigorous, ethical mixed-methods evaluation of interactive systems, applying appropriate experimental design, quantitative and qualitative analyses, and reporting.

Hours to be allocated: 150

Contact hours:

Independent study/self-guided study = 114 hours

Face-to-face learning = 36 hours

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/modules/ufcety-15-3.html

Part 4: Assessment

Assessment strategy: During the module, each student will undertake an individual HCI project. They will undertake a project that encompasses the full process, including framing the problem with relevant HCI literature, defining aims and a feasible scope, gathering user-centred requirements, ideating and prototyping, and planning and executing an ethical mixed-methods evaluation with appropriate quantitative and qualitative analyses. They will be able to check in with their progress and obtain formative feedback through the practical session. This project will produce a pictorial and high-fidelity prototype of work that demonstrates the learning objectives. The pictorial will document a chosen HCI project and the design of a prototype

Assessment focuses on how well students position the work in HCI context, justify design and research methods, demonstrate the quality and usability of the prototype or study, critically interpret findings, reflect on the process, and communicate methods, results, and limitations clearly.

Resit assessments will match first sit.

Assessment tasks:

Project (First Sit)
Description: HCI project (prototype of an interactive system and a Pictorial that documents the project)
Weighting: 100 %
Final assessment: Yes
Group work: No
Learning outcomes tested: MO1, MO2, MO3

Project (Resit)
Description: HCI project (prototype of an interactive system and a Pictorial that documents the project)
Weighting: 100 %
Final assessment: Yes
Group work: No

Learning outcomes tested: MO1, MO2, MO3

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Computer Science [Frenchay] BSc (Hons) 2026-27

Computer Science {Foundation} [Frenchay] BSc (Hons) 2025-26

Computer Science [Villa] BSc (Hons) 2026-27

Computer Science {with International Year One} [UWEBIC] BSc (Hons) 2026-27