MODULE SPECIFICATION

Part 1: Information			
Module Title	Designing the User Experience		
Module Code	UFCE8J-15-M	Level	Level 7
For implementation from	2018-19		
UWE Credit Rating	15	ECTS Credit Rating	7.5
Faculty	Faculty of Environment & Technology	Field	Computer Science and Creative Technologies
Department	FET Dept of Computer Sci & Creative Tech		
Contributes towards	Information Management [Sep][FT][Frenchay][1yr] MSc 2018-19 Creative Technology [Sep][PT][Frenchay][2yrs] MSc 2018-19 Information Technology [Sep][FT][Frenchay][1yr] MSc 2018-19 Creative Technology [Sep][FT][Frenchay][1yr] MSc 2018-19		
Module type:	Standard		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description

Educational Aims: See Learning Outcomes

Outline Syllabus: This module will introduce you to:

The scope and character of interaction design activities.

Human characteristics and diversity: physiological and psychological attributes; ergonomics; memory; cognition – problem solving, reasoning and skills acquisition; implications for interaction design and development.

User experience and Usability: principles and concepts, guidelines and standards.

Input and Output devices: traditional and emerging Technologies.

Interaction Methods and Concepts: dialogue type and techniques, interfaces to support navigation; conceptual models and metaphors.

User-centred design process and methodologies; user centred lifecycle models, methods for identifying user requirement; task analysis; iterative prototyping; socio-technical models; participatory design.

Evaluation: goals and methods of evaluation.

New and emerging interaction paradigms: ubiquitous and pervasive computing; wearable computing; virtual and augmented reality; attentive environments; tangible bits.

Teaching and Learning Methods: This module is taught in weekly workshops. Engagement with – and understanding of – the topics is facilitated through practical activities and the opportunity for critical analysis and reflection.

Extensive course material is available online including presentations, reading and case studies. The coursework is designed to encourage students independently to research topics and to present their findings in class.

Part 3: Assessment			
First Sit Components	**Final Assessment**	**Element weighting**	**Description**
Portfolio - Component B		75 %	Portfolio of mini-projects
Examination - Component A	✓	25 %	Exam (2 hours)
Resit Components	**Final Assessment**	**Element weighting**	**Description**
Portfolio - Component B		75 %	Portfolio of mini-projects
Examination - Component A	✓	25 %	Exam (2 hours)

Part 4: Teaching and Learning Methods

Learning Outcomes

On successful completion of this module students will be able to:

	Module Learning Outcomes
MO1	Approaches to evaluation
MO2	The concept of user experience for computer based systems
MO3	The relevance of human characteristics for interaction design
MO4	Differentiating between good and poor user experience with reference to theoretical concepts
MO5	Recognising and understanding the human and environmental characteristics that need to be taken into account when designing interactive computer systems
MO6	Critically selecting and applying methods of evaluation
MO7	Identifying, interpreting and evaluating standards and guidelines for interaction design
MO8	Application of user centred design methodologies
MO9	IT skills in context
MO10	Communication skills
MO11	Problem formulation and decision making
MO12	Working with others

Contact Hours

Contact Hours	
Independent Study Hours:	
Independent study/self-guided study	114
Total Independent Study Hours:	114
Scheduled Learning and Teaching Hours:	
Face-to-face learning	36
Total Scheduled Learning and Teaching Hours:	36
Hours to be allocated	150
Allocated Hours	150

Reading List

The reading list for this module can be accessed via the following link:

https://uwe.rl.talis.com/modules/ufce8j-15-m.html