MODULE SPECIFICATION

Part 1: Information			
Module Title	Design Thinking		
Module Code	UFCF7L-15-1	Level	Level 4
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	Digital Media [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19 Digital Media [Sep][SW][Frenchay][4yrs] BSc (Hons) 2018-19 Digital Media [Sep][FT][SHAPE][3yrs] BSc (Hons) 2018-19		
Module type:	Standard		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
Overview: This module consists of a series of lectures, seminars and workshops which will introduce students to important interaction design principles and methods. They will synthesize these methods and principles through the study of historical and contemporary sources. Students will gain a comprehensive overview of key themes, debates and theories in the history of the design of interactive technologies. The module will further examine significant contextual issues within current interaction design practice and provide a historical framework within which to evaluate these issues. Through an exploration of case studies, technological artefacts and ideas, students will gain an appreciation for persistent themes within interaction design and synthesise these within the context of design as a practice and method of enquiry in the development of user-centred technologies. The lecture series will be augmented by visits to appropriate exhibitions and guest workshops by industry and academic experts.

Educational Aims: See Learning Outcomes

Outline Syllabus: See Teaching and Learning Methods

Teaching and Learning Methods: This module will consist of a series of lectures and seminar sessions augmented with guest workshop sessions by industry and academic experts. Students will produce research journals in the form of online blogs and will present and write a case study on an interaction design methodology from a prescribed list set by the module leader.

Weekly contact time will consist of a 1-hour lecture session and a 2-hour seminar. The lecture will introduce the students to an area of interaction design theory or practice.

The lecture will provide a historical and socio-cultural context for the week's topic. The seminar session will provide an opportunity for students to discuss the week's reading around the lecture topic with the lecturer and their peers.

An industry expert will be asked to run at least one 3-hour workshop session during the module. This will provide an opportunity for students to experience the application of design theories and methods in practical applications.

Reading and research outside of scheduled hours is an essential component to the successful completion of the assigned work. Students will be asked to dedicate at least 3 hours a week to reading. Reading may include journal and conference papers, books and wider digital media and systems such as films, programs and services. Students will be expected to come prepared for the module sessions with assigned pre-lecture reading/research completed for active participation in subject specific discussions.

Feedback will be given through discussions in class, group tutorials, written feedback for assignments and comments on student's research blogs by lecturers, their peers and guest speakers. The marking criteria and assessment format will be clearly indicated on the assignment brief and will be introduced in the first teaching session.

Students will be supported to create their research blogs and will be asked periodically to share and comment on each others journals throughout the semester. The lecturer will also maintain a module twitter account (or other appropriate social media platform) which will aggregate and display students' blog entries and offer a platform for lecturers to share module resources. Both the blogs and twitter account are intended to engender students in an outward facing and transparent approach to interaction design.

Part 3: Assessment

The assessment strategy in this module is based upon the module information covered in lectures, seminars, tutorial sessions and student's self-directed research.

Summative Assessment: Projects are evaluated on subject specific criteria clearly stated on each project brief at the outset of each project.

Students will submit:
A presentation on an interaction design method or research approach from a prescribed list (component A).

A written case study on an interaction design approach. The case study will be a discussion on the historical and socio-economic context of the chosen approach (component B).

Formative Assessment: A mix of individual, peer-to-peer and group tutorials will be provided.

Feedback: Feedback will be given oral and written feedback through discussions in class, tutorials, written feedback on assignments and comments on students' research blogs.

Plagiarism: All submissions will checked using the university plagiarism software.

First Sit Components	Final Assessment	Element weighting	Description
Written Assignment - Component B		70 %	Assignment: (written case study on an interaction design method or approach 1500-2000 words)
Presentation - Component A	✓	30 %	Oral assessment and presentation: (interaction design method or approach 10-15 - in class)
Resit Components	**Final Assessment**	**Element weighting**	**Description**
Written Assignment - Component B		70 %	Assignment: (written case study on an interaction design method or approach 2000 words)
Presentation - Component A	✓	30 %	Oral presentation: (on an interaction design method or approach 10 minutes (recorded as a video)

Part 4: Teaching and Learning Methods

Learning Outcomes

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

	Module Learning Outcomes
MO1	Research and analyse information relating to interaction design
MO2	Synthesise and articulate research findings in a clear and concise manner
MO3	Analyse technologies and trends in interaction design within their socio-cultural and historical context.
MO4	Write a research journal and case study, and present design ideas in a rational and coherent manner.

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/ufcf7l-15-1.html