Module Specification

Designing the User Experience [TSI]

Version: 2023-24, v2.0, 17 Mar 2023

Contents

Part 1: Information

Module title: Designing the User Experience [TSI]

Module code: UFCEG1-12-M

Level: Level 7

For implementation from: 2023-24

UWE credit rating: 12

ECTS credit rating: 6

Faculty: Faculty of Environment & Technology

Department: FET Dept of Computer Sci & Creative Tech

Partner institutions: Transport and Telecommunication Institute

Delivery locations: Not in use for Modules

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: Interaction design is at the heart of ensuring an effective user experience. This module explore the concepts of usability and explores new and emerging paradigms.

Features: Not applicable

Educational aims: This module aims to provide students with knowledge, skills and understanding in modern concepts of interaction design, and the use of conceptual models, guidelines and standards used to develop effective systems and interfaces.

Outline syllabus: 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.

Part 3: Teaching and learning methods

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.

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

MO1 Identify, interpret and evaluate standards and guidelines for interaction design

MO2 Critically select and apply methods of evaluation , recognising the human and environmental characteristics that need to be taken into account when designing interactive computer systems

MO3 Critically evaluate user experience in computer-based systems with reference to theoretical concepts

MO4 Apply a user-centred approach in the design, development and evaluation of an interactive computer system

Hours to be allocated: 120

Contact hours:

Independent study/self-guided study = 56 hours

Face-to-face learning = 24 hours

Total = 80

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/4162D56A-9199-5DB7-1B49-ED7D9CE28689.html?lang=en-gb&login=1

Part 4: Assessment

Assessment strategy: This module has a single assessment. Students are required to produce a report which evaluates a given scenario, illustrating the process, and producing an informed user-centred design. Students are required to support their proposed designs with research .

Assessment components:

Written Assignment (First Sit)
Description: Evaluate and produce an informed user-centred design for a given scenario. Students are required to support your design consideration with research.
Weighting: 100 %
Final assessment: Yes
Group work: No
Learning outcomes tested: MO1, MO2, MO3, MO4

Written Assignment (Resit)
Description: Evaluate and produce an informed user-centred design for a given scenario. Students are required to support your design consideration with research.
Weighting: 100 %
Final assessment: Yes
Group work: No
Learning outcomes tested: MO1, MO2, MO3, MO4

Part 5: Contributes towards

This module contributes towards the following programmes of study: