Module Specification

Applied Legal and Ethical Considerations in UX

Version: 2024-25, v3.0, 12 Feb 2024

Contents

Part 1: Information

Module title: Applied Legal and Ethical Considerations in UX

Module code: UFCFU1-15-2

Level: Level 5

For implementation from: 2024-25

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: 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: This module explores the legal and ethical application of UX design as it evolves, both nationally and internationally. You will learn how to apply a critical understanding of the drivers for legal and ethical developments: Ethical and legal constructions have been logically applicable to digital formats, but as with much of the Internet these matters have historically been dealt with slowly and in many ways driven by commercial requirements.

With the instigation of the GDPR principles (2016) in the EU and the cascading set of documents and approaches generated from legal and academic circles this module will steer you through some of the highlights, low-lights and controversial positions that exist.

Legal topics may include

GDPR/UK-GDPR;

CCPA (2018);

Equality Act (2010);

Data Protection (1998);

Copyright, Designs and Patents Act (1988).

The understanding of this course content will allow you to effectively communicate your understanding in a variety of audience-appropriate formats.

Features: Not applicable

Educational aims: During this module you will be able to evaluate and understand how the application of ethics and legal frameworks impacts on the broader objectives of the Digital UX design team through a range of established techniques.

You will apply this understanding, where appropriate, to an employment use case which is based in your own sphere of influence. Should an appropriate use case not be evident for you one will be offered for you to practice the exercise of personal responsibility and decision-making.

Outline syllabus: Throughout this module you will explore a range of legal, moral and ethical topics concerning the development and testing of UX, including:

Key laws, legislation and guidelines

Ethical development of UX

Legal restrictions, guidance and limitations

Evaluation of different approaches

Critical understanding of underlying concepts and principles

Presence of bias and importance of controls

Part 3: Teaching and learning methods

Teaching and learning methods: This module consists of interconnected lectures covering the fundamentals, history and stakeholders in the application of ethics and legal frameworks to Digital UX. You will consider real life use cases and technical underpinning of the module leading to an opportunity to present your understanding.

Throughout this module you will develop your independent research and extract, identify and consider valid information from a range of sources. Importance should be given to appropriate online and peer communities that are influencing and applying checks, balances and oversights of ethics and legal frameworks.

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

    MO1 Demonstrate knowledge and understanding of the criminal, civil and administrative justice system within the UK as it applies to UX

    MO2 Be able to employ legal and ethical concepts into UX design and practice

    MO3 Demonstrate a critical understanding of the challenges faced by developers facing real time developments in legislation and policies in emerging fields

    MO4 Evaluate the potential for bias and discrimination to be controlled through the application of ethical and legal UX and UX testing.

Hours to be allocated: 150

Contact hours:

Independent study/self-guided study = 54 hours

Face-to-face learning = 96 hours

Total = 150

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/756E0A53-3A5E-B9CD-5A8D-3B3EEE8D998A.html?lang=en-GB&login=1

Part 4: Assessment

Assessment strategy: The individual presentation will assess your understanding of current laws, legislation and governance surrounding UX and ability to show how ethical and current legal frameworks should be applied to UX projects. Students may be provided with an example scenario or case study and required to identify key legal and ethical concerns and recommend actions.

Tutor-led formative feedback will be available throughout the module, and targeted sessions lead by academic support are run through the academic year to support and provide feedback opportunities assessment layout, presentation practice and academic research.

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

Assessment tasks:

Presentation (First Sit)
Description: The individual presentation will assess your understanding of current laws, legislation and governance surrounding UX and ability to show how ethical and current legal frameworks should be applied to UX projects.

A example scenario or case study may be provided for you to identify key legal and

ethical concerns, and recommend actions. You should also evaluate the potential for bias and discrimination in UX design and testing.

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4

Presentation (Resit)

Description: The individual presentation will assess your understanding of current laws, legislation and governance surrounding UX and ability to show how ethical and current legal frameworks should be applied to UX projects.

A example scenario or case study may be provided for you to o identify key legal and ethical concerns, and recommend actions. You should also evaluate the potential for bias and discrimination in UX design and testing

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: