

## Liverpool John Moores University

Title: Design Interactions  
Status: Definitive  
Code: **5001PD** (117711)  
Version Start Date: 01-08-2011

Owning School/Faculty: Liverpool School of Art & Design  
Teaching School/Faculty: Liverpool School of Art & Design

Team	Leader
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**Academic Level:** FHEQ5      **Credit Value:** 24.00      **Total Delivered Hours:** 80.00  
**Total Learning Hours:** 240      **Private Study:** 160

### Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	4.000
Practical	68.000
Seminar	4.000
Tutorial	4.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Design Project	80.0	
Presentation	AS2	Presentation	20.0	

### Aims

*1: To develop students understanding of interface design issues*

- 2: To develop students ability to decode and interpret product language
- 3: To optimise user interaction via the use of semantics and semiotics
- 4: To facilitate understanding of interface trends and approaches

## Learning Outcomes

After completing the module the student should be able to:

- 1 1: Demonstrate the ability to interpret and apply appropriate visual language in the design of an interface
- 2 2: Demonstrate a range of design and development skills enabling the generation, testing and evaluation of proposals
- 3 3: Critically evaluate design methodologies in reference to the themes of the module to a basic professional standard
- 4 4: Identify interface approaches and trends (past, present and future)

## Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Artefact	1	2	4
Presentation	3		

## Outline Syllabus

- *Interface design approaches*
- *Trends within the consumer electronics industry*
- *Semantics and semiotics*
- *Task analysis techniques*
- *Futurology and trend forecasting*
- *Conceptual design techniques*

## Learning Activities

The project will provide the main teaching and learning activity within the module, utilising a series of teaching workshops and critiques, which will be supported by the delivery of knowledge-based lectures. Students will be required to undertake presentations communicating their design decision making and design proposals.

## References

<b>Course Material</b>	Book
<b>Author</b>	Baumann, K. and Thomas, B.

<b>Publishing Year</b>	2001
<b>Title</b>	User Interface Design for Electronic Appliances
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Taylor and Francis, Oxford
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Kunel, P.
<b>Publishing Year</b>	1997
<b>Title</b>	Apple Design
<b>Subtitle</b>	The Work of Apple Industrial Design Group
<b>Edition</b>	
<b>Publisher</b>	Graphis Inc.,
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Dunne, A. and Raby, F.
<b>Publishing Year</b>	2002
<b>Title</b>	Design Noir
<b>Subtitle</b>	The Secret Life of Electronic Objects
<b>Edition</b>	
<b>Publisher</b>	Birkhauser Verlag, Switzerland
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Mijksenaar, P. and Westendorp, P.
<b>Publishing Year</b>	1999
<b>Title</b>	Open Here
<b>Subtitle</b>	The Art of Instructional Design
<b>Edition</b>	
<b>Publisher</b>	Thames and Hudson, London
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Kunel, P.
<b>Publishing Year</b>	1999
<b>Title</b>	Digital Dreams
<b>Subtitle</b>	The Work of the Sony Design Centre
<b>Edition</b>	
<b>Publisher</b>	Laurence King, London
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Galitz, W.
<b>Publishing Year</b>	1996
<b>Title</b>	The Essential Guide to User Interface Design

<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	John Wiley and Sons, New York
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Norman, D.
<b>Publishing Year</b>	1998
<b>Title</b>	The Design of Everyday Things
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	MIT Press, Massachusetts
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Jordan, P.
<b>Publishing Year</b>	2002
<b>Title</b>	Designing Pleasurable Objects
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Taylor and Francis, Oxford
<b>ISBN</b>	

<b>Course Material</b>	Book
<b>Author</b>	Marzano, S.
<b>Publishing Year</b>	1999
<b>Title</b>	Creating Value By Design
<b>Subtitle</b>	Thoughts and Facts
<b>Edition</b>	
<b>Publisher</b>	Lund Humphries, London
<b>ISBN</b>	

<b>Course Material</b>	Journal / Article
<b>Author</b>	
<b>Publishing Year</b>	
<b>Title</b>	New Design
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	
<b>ISBN</b>	

<b>Course Material</b>	Journal / Article
<b>Author</b>	
<b>Publishing Year</b>	
<b>Title</b>	ID [USA]
<b>Subtitle</b>	
<b>Edition</b>	

<b>Publisher</b>	
<b>ISBN</b>	

<b>Course Material</b>	Journal / Article
<b>Author</b>	
<b>Publishing Year</b>	
<b>Title</b>	Innovation [IDSA]
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	
<b>ISBN</b>	

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### Notes

The recognition and interpretation of a product's visual language is a key tool within a designer's creative process. This module develops students' awareness of these issues, through an introduction to product semantics and semiotics. A designer's ability to decode cultural meanings embodied in the visual and tactile features that make up products, interfaces and environments enables appropriate and coherent language to be incorporated into the development of new products and user interfaces. This module enables students to analyse past and current interface trends, with the intention of developing future interaction methods.