Interactive User Experience

Module Information

2022.01, Approved

Summary Information

Module Code	5003LSSCPD
Formal Module Title	Interactive User Experience
Owning School	Liverpool Screen School
Career	Undergraduate
Credits	30
Academic level	FHEQ Level 5
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool Screen School

Learning Methods

Learning Method Type	Hours
Online	35
Tutorial	3
Workshop	70

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-MTP	MTP	September	12 Weeks

Aims and Outcomes

Aims	1. To understand and identify user needs and clients' needs.2. To employ industry standard, end-to-end, design processes.3. To appraise and evaluate a range of options and solutions to a specific design problem.4. To explore the potential for developing interactive user experiences.

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Define a target user, or users, and identify their needs.
MLO2	2	Apply Agile methods to manage, design and solve a clearly defined problem.
MLO3	3	Demonstrate knowledge of the design process.
MLO4	4	Apply software skills to develop interactive user experiences.
MLO5	5	Appraise and measure the proposed solution to the problem.

Module Content

Outline Syllabus	Students will work through a brief to research and fully understand user needs and experiences, as well as consider the clients' needs and requirements. They will then design and create a prototype that can be tested, and analyse its use and effectiveness.Students will use Agile working methods, along with industry standard project management software.The students will collate their research, pre-production documentation, and proposal and submit this for the first assessment.Students will then present their prototype in a pitch to an assessment panel. The panel will be able to question the student on the process used, and the students will be expected to talk them through the project and the proposed outcome.Course content may include, but is not limited to, the development of:• Design processes and practice.• UX research.• UX design.• Agile working methods.• Testing and analytics.• Device-agnostic approach.• User journey storytelling.• Prototype development.
Module Overview	
Additional Information	Programme code: • 36767Intake month(s):• JanuarySubject benchmark statement(s): • Communication, Media, Film and Cultural Studies (2019)Any other external reference points used to inform programme outcomes: • Research conducted for Office for Students short course pilot.Mode and duration of study: • Part time hybrid learning over one semester.Criteria for admission to the programme:• A/AS Level 104 UCAS points from a minimum of 2 A Levels. Maximum of 20 AS points accepted. BTEC National Diploma 104 UCAS Tariff points. Irish Leaving Certificate 104 UCAS tariff points. Maximum of 20 UCAS tariff points at Ordinary Level Scottish Higher 104 UCAS points to include 2 Advanced Higher International Baccalaureate 24 IB points Access At least 9 Distinctions and 36 Merits or any other combination that equates to 104 UCAS tariff points in a relevant subject Other Prior to starting the programme applicants must have obtained grade 4 or grade C or above in English Language and Mathematics GCSE or an approved alternative qualification: • Key Skills Level 2 in English/ Maths• NVQ Level 2 Functional skills in Maths and English Writing and or Reading • Skills for Life Level 2 in Numeracy/English • Higher Diploma in Maths/ English • Functional skills Level 2 in Maths/ English• Northern Ireland Essential Skills Level 2 in communication or Application of Number • Wales Essential Skills Level 2 in Communication or Application of Number.• Mature EntryApplications are welcomed from mature and non-standard applicants who willbe considered on an individual basis. These applicants may be required to submit an essay and/or attend an interview in accordance with the usual LJMU procedures and should demonstrate potential and motivation and/or have relevant experience.• Overseas qualificationsInternational applications will be considered in line with UK qualifications Any applicant whose first language is not English will be required to have IELTS 6.0 (minimum 5.5 in each component) or acceptable equivalent.• Or equivalent experience to be determined by application or interview in accordance with the usual LJMU procedures.Name of the final award: • Certificate of Professional Development in Interactive User Experience.Brief summary of student support arrangements:• The University aims to provide students with access to appropriate and timely information, support and guidance to ensure that they are able to benefit fully from their time at LJMU. All students are assigned a Personal Tutor to provide academic support and when necessary signpost students to the appropriate University support services. Students are able to access a range of professional services including:• Advice on practical aspects of study and how to use these opportunities to support and enhance their personal and academic development. This includes support for placements and careers guidance. • Student Advice and Wellbeing Services provide students with advice, support and information, particularly in the areas of: student funding and financial matters, disability, advice and support to international students, study support, accommodation, health, wellbeing and counselling. • Students will be supported with this asynchronous blended learning approach through weekly in-person face-to-face and/or online seminars and workshops. Each course will have its own chat group where students can share their work with each other to receive formative feedback from their peers, and so that they can develop peer relationships. This will mimic industry-standard hybrid working methods, for example, through the use of software such as Microsoft Teams and the OneDrive.• Any student experiencing digital poverty will be referred to the university's usual support channels.A statement that the programme is assessed and run in line with the Academic Framework with a link to the current version:• This CPD will run in line with the Academic frame

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Report	Report	75	0	MLO1, MLO2, MLO3, MLO5

| Technology | Prototype | 25 | 0 | MLO1, MLO4, MLO5 |

Module Contacts