

Module Information

2022.01, Approved

Summary Information

Module Code	5556NCCG
Formal Module Title	User Experience and Design Interface
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 5
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
LJMU Partner Taught

Partner Teaching Institution

Institution Name
Nelson and Colne College Group

Learning Methods

Learning Method Type	Hours
Lecture	60

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-PAR	PAR	January	12 Weeks
SEP-PAR	PAR	September	12 Weeks

SEP_NS-PAR	PAR	September (Non-standard start date)	12 Weeks
------------	-----	-------------------------------------	----------

Aims and Outcomes

Aims	The aim of this module is to develop a sound understanding of the requirements, design, development and evaluation of human-computer interfaces and user experience design.
------	---

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Apply the knowledge of API and HCI research to design an application that incorporates relevant APIs for a given scenario or application
MLO2	2	Plan an appropriate User Experience map and Interface Design for a User Interface concept with a specific target end user in mind and also outline the tests you mean to conduct.
MLO3	3	Build a User Interface concept and test it with users to see if it satisfies their emotions, desires and attitudes as planned

Module Content

Outline Syllabus	<p>Human Computer Interaction• HCI and its importance• HCI and the psychology/physiology of the human• HCI devices, dialogues and techniques• Understanding user needs and requirements• Prototyping techniques for conceptual and physical design• Emerging HCI themes (including Ubiquitous Computing, Human-Robot Interaction and the Internet of Things)User Experience and Interface Design • Identify formats, characteristics and appropriateness of UX and UI Design and their appropriate use in software development. • Role, purpose, terminology and methodology of UX and UI Design. • Use of appropriate UX and UI Design patterns. • Characteristics of UX and UI Designs• Forms, patterns and trends of UX and UI Design• Advantages and disadvantages of using UX and UI Design• Standard tools available for use in UX and UI DesignProduce a UX / UI design to meet a specific requirement• Identify a specific end user and an appropriate UX and UI Design to test with this user type• Choose a specific end user to conduct tests against. • Select the most appropriate form of UX and UI Design to achieve desired end user testing and • Select an appropriate form of UX and UI Design necessary to achieve desired results. • Use your selected end user, appropriate UX and UI Design methodology and desired testing criteria to create a plan for a UI concept. • Utilise appropriate tools to develop a UX and UI Design• Run end user experiments and examine feedback. • Reconcile and evaluate end user feedback • Make multiple iterations of your user interface with enhancements gathered from user feedback and experimentation. • Asses the success of your UX and UI Design</p>
Module Overview	
Additional Information	

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Technology	Interface build & evaluation	70	0	MLO3
Portfolio	Presentation	30	0	MLO1, MLO2

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Silvester Czanner	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
--------------	--------------------------	-----------