

Liverpool John Moores University

Title: USER EXPERIENCE AND DESIGN INTERFACE
Status: Definitive
Code: **5556NCCG** (129519)
Version Start Date: 01-08-2021

Owning School/Faculty: Computer Science and Mathematics
Teaching School/Faculty: Nelson Campus

Team	Leader
Silvester Czanner	Y
Robert Askwith	

Academic Level: FHEQ5 **Credit Value:** 20 **Total Delivered Hours:** 60
Total Learning Hours: 200 **Private Study:** 140

Delivery Options

Course typically offered: S1, S2 and NS2 (S2 for Jan)

Component	Contact Hours
Lecture	60

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	Build	Interface build & evaluation	70	
Presentation	Pres.	Presentation	30	

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.

Learning Outcomes

After completing the module the student should be able to:

- 1 Apply the knowledge of API and HCI research to design an application that incorporates relevant APIs for a given scenario or application
- 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.
- 3 Build a User Interface concept and test it with users to see if it satisfies their emotions, desires and attitudes as planned

Learning Outcomes of Assessments

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

Interface build & evaluation	3	
Presentation	1	2

Outline Syllabus

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 Design*

Produce 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*

Learning Activities

Lectures

These will not normally be traditional didactic lectures in which the student plays little active part, but will be delivered in small groups of up to 20

Notes

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