

# User Experience Design

## Module Information

2022.01, Approved

### Summary Information

Module Code	6010DACOMP
Formal Module Title	User Experience Design
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 6
Grading Schema	40

### Teaching Responsibility

LJMU Schools involved in Delivery
Computer Science and Mathematics

### Learning Methods

Learning Method Type	Hours
Lecture	11
Practical	22
Seminar	22

### Module Offering(s)

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

### Aims and Outcomes

Aims	The aim of this module is to augment students' technical knowledge of systems development with an appreciation of the social-technical aspects of design. It covers the evolving area of User Experience (UX) design. This involves the students using UX methods to design and prototype an interactive system and then be able to validate their design against user requirements using UX evaluation techniques.
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**After completing the module the student should be able to:**

### Learning Outcomes

Code	Number	Description
MLO1	1	Explain User Experience processes in detail
MLO2	2	Produce a technical design of a high quality interactive system
MLO3	3	Produce a working prototype of a high quality interactive system
MLO4	4	Critically evaluate user experience processes, designs and prototypes

### Module Content

Outline Syllabus	Definitions of User Experience The User Experience Design process Ethical Issues in UX User Requirements Gathering and Specification Design techniques for user experience Approaches to prototyping for UX Design Evaluation methods for UX Experimental Design techniques and analysis
Module Overview	
Additional Information	The aim of this module is to augment students' technical knowledge of systems development with an appreciation of the social-technical aspects of design. It covers the evolving area of User Experience (UX) design. This involves the students using UX methods to design and prototype an interactive system and then be able to validate their design against user requirements using UX evaluation techniques.

### Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Presentation	development of a UX system	50	0	MLO1, MLO2, MLO3, MLO4
Centralised Exam	Exam	50	2	MLO1, MLO2, MLO4

### Module Contacts

#### Module Leader

Contact Name	Applies to all offerings	Offerings
Liang Men	Yes	N/A

#### Partner Module Team

Contact Name	Applies to all offerings	Offerings
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