

## Liverpool John Moores University

Title: USER EXPERIENCE DESIGN  
Status: Definitive  
Code: **6010DACOMP** (125370)  
Version Start Date: 01-08-2021

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

Team	Leader
Liang Men	Y
Thomas Hughes-Roberts	
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**Academic Level:** FHEQ6  
**Credit Value:** 20  
**Total Delivered Hours:** 57  
**Total Learning Hours:** 200  
**Private Study:** 143

### Delivery Options

Course typically offered: S1 and Non Std S2 (S2 for Jan)

Component	Contact Hours
Lecture	11
Practical	22
Seminar	22

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Development of a UX system	50	
Exam	AS2	Examination	50	2

### 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.*

## **Learning Outcomes**

After completing the module the student should be able to:

- 1 Explain User Experience processes in detail
- 2 Produce a technical design of a high quality interactive system
- 3 Produce a working prototype of a high quality interactive system
- 4 Critically evaluate user experience processes, designs and prototypes

## **Learning Outcomes of Assessments**

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

development of a UX system	1	2	3	4
Exam	1	2	4	

## **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*

## **Learning Activities**

Learning activities will be through lectures and practical tutorials where students will be encouraged to ask questions and discuss case studies. The practical tutorials will be based around supported labs where students will be encouraged to put the theory gained in lectures and tutorials into practice.

This module will have online practical.

## **Notes**

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