

## Liverpool John Moores University

Title: USER INTERFACE DESIGN  
Status: Definitive  
Code: **6012SUMCOM** (118829)  
Version Start Date: 01-08-2011

Owning School/Faculty: Computing and Mathematical Sciences  
Teaching School/Faculty: Computing and Mathematical Sciences

Team	Leader
Andrew Symons	Y

**Academic Level:** FHEQ6  
**Credit Value:** 12.00  
**Total Delivered Hours:** 36.00  
**Total Learning Hours:** 120  
**Private Study:** 84

### Delivery Options

Course typically offered: Summer

Component	Contact Hours
Lecture	18.000
Practical	18.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Coursework: a peer-assessed, group coursework following an iterative methodology to design, prototype and evaluate an interactive application.	100.0	

### Aims

*To enable the student to:*

*To develop an understanding of User Interface Design as a multi-disciplinary subject.  
To develop an iterative, user-centred approach to computer systems design.  
To develop an understanding of usability and evaluation, and their impact on software development.*

To introduce students to the latest interactive technologies.

## Learning Outcomes

After completing the module the student should be able to:

- 1 Explain the nature of User Interface design.
- 2 Relate human physical and cognitive abilities to system design.
- 3 Apply iterative development methods to a significant case study.
- 4 Demonstrate a systematic and methodical approach to the design, development and evaluation of interactive systems.

## Learning Outcomes of Assessments

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

Report                                    1    2    3    4

## Outline Syllabus

*What is User Interface Design? Discussion of the multidisciplinary nature of the topic.*

*The Human Performance Model of Human Computer Interaction.*

*A Discussion of Cognitive and Social Psychology and their impact.*

*The Systematic examination of different styles of user interface.*

*An explanation of Usability and Evaluation methods.*

*Software Development Methods and tools for HCI.*

*Accessibility and Special Needs in Interaction.*

*Advances in Interaction Technology.*

## Learning Activities

Lectures, group work in labs and self directed learning in development skills, for example, visual programming and Web technologies.

## References

<b>Course Material</b>	Book
<b>Author</b>	Alan Dix et al
<b>Publishing Year</b>	2004
<b>Title</b>	Human-Computer Interaction
<b>Subtitle</b>	
<b>Edition</b>	3rd
<b>Publisher</b>	Prentice Hall
<b>ISBN</b>	0130-461091

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<b>Course Material</b>	Book
<b>Author</b>	Preece, Rogers & Sharp
<b>Publishing Year</b>	2007
<b>Title</b>	Interaction Design, beyond human-computer interaction
<b>Subtitle</b>	
<b>Edition</b>	2nd
<b>Publisher</b>	John Wiley & Sons
<b>ISBN</b>	0471-492787

<b>Course Material</b>	Book
<b>Author</b>	Le Peuple, J. & Scane, R.
<b>Publishing Year</b>	2003
<b>Title</b>	User Interface Design
<b>Subtitle</b>	
<b>Edition</b>	
<b>Publisher</b>	Crucial (A division of Learning Matters Ltd)
<b>ISBN</b>	1903337194

<b>Course Material</b>	Book
<b>Author</b>	Shneiderman, B.
<b>Publishing Year</b>	2002
<b>Title</b>	Designing the User Interface: Strategies for Effective Human-Computer Interaction
<b>Subtitle</b>	
<b>Edition</b>	3rd
<b>Publisher</b>	Addison-Wesley
<b>ISBN</b>	0201694972

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## Notes

This module covers issues of user interface design dealing with the analysis, design, evaluation and implementation of interfaces.