Liverpool John Moores University

Title:	USER INTERFACE DESIGN
Status:	Definitive
Code:	**6039COMP**　(102972)
Version Start Date:	01-08-2011

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

Team	emplid	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: Semester 1

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

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

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

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

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

Notes

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