

**Summary Information**

<b>Module Code</b>	6110COMP
<b>Formal Module Title</b>	User Experience Design
<b>Owning School</b>	Computer Science and Mathematics
<b>Career</b>	Undergraduate
<b>Credits</b>	20
<b>Academic level</b>	FHEQ Level 6
<b>Grading Schema</b>	40

**Module Contacts****Module Leader**

<b>Contact Name</b>	<b>Applies to all offerings</b>	<b>Offerings</b>
Christopher Baker	Yes	N/A

**Module Team Member**

<b>Contact Name</b>	<b>Applies to all offerings</b>	<b>Offerings</b>
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**Partner Module Team**

<b>Contact Name</b>	<b>Applies to all offerings</b>	<b>Offerings</b>
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**Teaching Responsibility**

<b>LJMU Schools involved in Delivery</b>
Computer Science and Mathematics

**Learning Methods**

<b>Learning Method Type</b>	<b>Hours</b>
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Lecture	22
Practical	33

## Module Offering(s)

Offering Code	Location	Start Month	Duration
SEP-CTY	CTY	September	12 Weeks

## Aims and Outcomes

<b>Aims</b>	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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## Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Predictively evaluate existing user interface designs and follow user experience design processes to produce lo-fidelity and mid fidelity prototypes.
MLO2	Produce and critically evaluate working prototypes to facilitate high quality interactive systems, including through the use of experiments that capture user performance measures.

## 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)	Learning Outcome Mapping
Report	Predictive evaluation	40	0	MLO1
Report	User participative evaluation	60	0	MLO2