

Liverpool John Moores University

Title: USER EXPERIENCE DESIGN
Status: Definitive
Code: **6110COMP** (121270)
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

Academic Level: FHEQ6
Credit Value: 20
Total Delivered Hours: 55
Total Learning Hours: 200
Private Study: 145

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	22
Practical	33

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Predictive evaluation of an existing interface design to find interaction problems.	40	
Report	AS2	Conduct a user participative evaluation of solution designs through formal experiment.	60	

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

Learning Outcomes of Assessments

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

Predictive evaluation	1
User participative evaluation	2

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.

Notes

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