

Liverpool John Moores University

Title: User Centred Design
Status: Definitive
Code: **6128ENG** (117191)
Version Start Date: 01-08-2016

Owning School/Faculty: Electronics and Electrical Engineering
Teaching School/Faculty: Electronics and Electrical Engineering

Team	Leader
Adam Papworth	Y

Academic Level: FHEQ6 **Credit Value:** 24 **Total Delivered Hours:** 48
Total Learning Hours: 240 **Private Study:** 192

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	12
Practical	24
Tutorial	12

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Essay	Essay		40	
Essay	Essay		40	
Essay	Essay		20	

Aims

This module covers the area of user centred design that incorporates design ethnography, participatory design, interaction analysis, and scenario-based design and usability studies into an integrated approach that will allow design students to develop more insightful designs.

Learning Outcomes

After completing the module the student should be able to:

- 1 Employ collective creativity so that non-designers can express their creativity
- 2 Apply user centred design methodologies throughout a design process
- 3 Design a commercial product that is both sensitive to modern social and economic issues

Learning Outcomes of Assessments

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

CW 1	1
CW 2	2
CW 3	3

Outline Syllabus

Collective creativity

Creative group environments tools and processes. Rapid realization. Visual design. Participatory and interactive design.

User centred design

User centred design. Design ethnography. Methods of capturing experiences. Interaction analysis. Scenario-based design. Usability studies. Designing with video. User centred design for different levels of user, i.e. physically impaired users, emotionally impaired users. Different levels of user could also include highly skilled users where a product may inhibit performance if not designed correctly.

Key Skills:

Presenting work in a professional manner, report writing, problem solving, critical analysis, research methods, data collection, presenting data, analysis and interpretation of data, referencing correctly.

Learning Activities

This module will be taught with a series of lectures and practical design sessions. Case studies of modern examples of good design will be used to inspire the students. This will culminate in a structured design week, in both semesters, where students will focus on the development of their design project.

Notes

This module allows students to explore and investigate some of the most modern and relevant aspects of product design. It also allows the students some freedom to choose an area of design that is of particular interest to the students involved. This will culminate in a structured design week, in both semesters, where students will focus on the development of their design project.