

## Liverpool John Moores University

Title: User Experience Design  
Status: Definitive  
Code: **6210COMP** (128011)  
Version Start Date: 01-08-2021

Owning School/Faculty: Computer Science and Mathematics  
Teaching School/Faculty: Computer Science and Mathematics

Team	Leader
Andrew Symons	Y
Thomas Hughes-Roberts	

**Academic Level:** FHEQ6      **Credit Value:** 20      **Total Delivered Hours:** 44  
**Total Learning Hours:** 200      **Private Study:** 156

### Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	22
Practical	22

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	User participative experiment	40	
Report	AS2	Predictive evaluation of an existing interface	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 Produce and critically evaluate working prototypes to facilitate high quality interactive systems, including through the use of experiments that capture user performance measures.
- 2 Predictively evaluate existing user interface designs and follow user experience design processes to produce lo-fidelity and mid fidelity prototypes.

## Learning Outcomes of Assessments

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

User participative experiment	1
Predictive 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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