User Experience Design

Module Information

2022.01, Approved

Summary Information

Module Code	6501SEPA
Formal Module Title	User Experience Design
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 6
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
LJMU Partner Taught

Partner Teaching Institution

Institution Name
Beaconhouse Group

Learning Methods

Learning Method Type	Hours
Lecture	22
Practical	22

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-PAR	PAR	September	12 Weeks

Aims and Outcomes

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.

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Produce and critically evaluate working prototypes to facilitate high quality interactive systems, including through the use of experiments that capture user performance measures.
MLO2	2	Predictively evaluate existing user interface designs and follow user experience design processes to produce lo-fidelity and mid fidelity prototypes.

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)	Module Learning Outcome Mapping
Practice	User participative experiment	40	0	MLO1
Report	Predictive evaluation	60	0	MLO2

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Andy Symons	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings