

Liverpool John Moores University

Title: User Experience Design
Status: Definitive
Code: **6510CSMM** (128324)
Version Start Date: 01-08-2021

Owning School/Faculty: Computer Science and Mathematics
Teaching School/Faculty: Auston College Myanmar, Yangon, Myanmar

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: Runs Twice - S1 & S2

Component	Contact Hours
Lecture	22
Practical	22

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Take part in a user participative experiment and statistically analyse the results to derive conclusions	40	
Essay	AS2	Predictive evaluation of an existing interface to find interaction problems	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:

Report	1
Report	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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