

Usability Engineering

Module Information

2022.01, Approved

Summary Information

Module Code	7114COMP
Formal Module Title	Usability Engineering
Owning School	Computer Science and Mathematics
Career	Postgraduate Taught
Credits	20
Academic level	FHEQ Level 7
Grading Schema	50

Teaching Responsibility

LJMU Schools involved in Delivery
Computer Science and Mathematics

Learning Methods

Learning Method Type	Hours
Lecture	11
Practical	11
Seminar	11

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
JAN-CTY	CTY	January	12 Weeks

Aims and Outcomes

Aims	To develop an understanding of Usability Engineering as a multi-disciplinary subject, with a special focus on interactivity and usability in computer systems and software development. To develop a user-focused approach to computer systems design. To develop an in-depth understanding of Usability Engineering as a multi-disciplinary subject, with a special focus on interactivity and usability in computer systems and software development. To introduce students to the latest research in HCI, and its application to new technologies.
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Develop a systematic and critical approach to the design, development and evaluation of interactive systems
MLO2	2	Construct and critically appraise models of interaction
MLO3	3	Critically appraise evaluation methods
MLO4	4	Develop advanced problem solving skills for usability engineering problems

Module Content

Outline Syllabus	What is Usability Engineering? Development Models for Usability Formal Modelling for Interaction design Requirements Engineering for Usability Approaches to Task Modelling Heuristic Evaluation and Inspection techniques Prototyping Interaction Devices and Interaction Styles End User Evaluation: Quantitative and Qualitative approaches Experimental Design Accessibility and Special Needs Current advances in interaction engineering
Module Overview	<p>This module will give you a set of tools for the building of better interfaces. It aims to:</p> <p>develop an understanding of Usability Engineering as a multi-disciplinary subject, with a special focus on interactivity and usability in computer systems and software development</p> <p>develop a user-focused approach to computer systems design</p>
Additional Information	Human Computer Interaction is the key to successful interactive systems development. It involves the bringing together of understandings of human abilities, and technical understanding of hardware and software technologies. This module aims to bring these different strands together to give the student a set of tools for the building of better interfaces. The group coursework is assessed by peer assessment.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Technology	System development	40	0	MLO1, MLO2, MLO3, MLO4
Centralised Exam	Examination	60	2	MLO2, MLO3, MLO4

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
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