

## Course Outline

### COMP640 User Experience

### Full Summer School Nov 2022 – Feb 2023

For information on Student Support and Wellbeing, exams and assessment, academic integrity, policies and procedures, Codes of Conduct, Covid-19 alert levels and Safe LU, please refer to the appropriate links on your My Akoraka | Learn dashboard page.

<b>Examiner</b>	<a href="#">Stuart Charters</a> <b>Building/Office Number:</b> SOLA 129 <b>Email:</b> <a href="mailto:stuart.charters@lincoln.ac.nz">stuart.charters@lincoln.ac.nz</a> <b>Office hours:</b> By Appointment
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Activity	Day	Time	Room
Lectorial	Tuesday	1-2pm	Studio 200
In Person support	Monday	9:30-11:00 am	Studio 200
	Thursday	9:30-11:00 am	Studio 200
On-line Support	Monday	4:30-6:00 pm	Zoom
	Thursday	4:30-6:00 pm	Zoom

<b>Course prescription</b>	A practical exploration of the theoretical foundations, evolution, and issues relating to the ways in which humans interact with computers
<b>Prerequisites</b>	None
<b>Recommended Preparation</b>	None
<b>Restrictions</b>	None

## **Course Aims and Learning Outcomes**

### **Aim**

To develop the ability to design, implement and evaluate user experiences.

### **Learning outcomes**

After successfully completing this course, students will be able to:

- LO1. Analyse key research from cognitive science, social science and human factors that informs user interface design.
- LO2. Critically evaluate user experiences.
- LO3. Design a user experience based on user needs.
- LO4. Develop a user experience for a given scenario.

## **Course Content**

The following table gives the topics this course. Material is provided on the course Learn page to be studied at your own pace to achieve the understanding required for the assessment activities.

- User Experience Background and overview
- The contribution of theory in User Experience development
- Sketching, Story Boarding & Paper Prototypes
- User Experience Design Process
- User Experience Prototype Implementation
- Engaging Users & Evaluating Feedback

## **Learning and Teaching Arrangements**

### **Learning and Teaching Approach**

The learning and teaching approach is based on a combination of online content, activities and on-line resources from the Akoraka | Learn course page with face-to-face and online tutorial and support options. Students are strongly advised to make full use of all available learning opportunities.

### **Online Learning Activities**

Relevant course material and assessment activities will be made available on the course Akoraka | Learn page. Akoraka | Learn will also be used as a means of communication with the class and students are advised to check their course page, the My Akoraka | Learn dashboard, and their “@lincolnuni.ac.nz” email regularly.

Material and activities available will include, but not be limited to, recorded content including lectures and demonstrations, assessment resources and feedback, and practice assignments. When we need to contact you individually, we will do this by emailing to your Lincoln email address. If you don't primarily use your Lincoln email then ensure that it is auto-forwarded to your personal email account and that you check it regularly for ongoing updates.

## Assessments

The schedule of assessments and their contribution to the overall mark for the course is as follows:

Assessment	Weighting	Due date	Learning outcomes covered
Concept Design – Ideation (Sheet 1s)	15	5pm Friday 9 <sup>th</sup> December 2022	3
User Experience Topic – Presentation	10	5pm Friday 16 <sup>th</sup> December 2022	1
Concept Design (Sheets 2, 3, 4 & 5)	20	5pm, Tuesday 10 <sup>th</sup> January 2023	3
Expert Evaluation	25	5pm, Friday 27 <sup>th</sup> January, 2023	2
Interactive Prototype	30	5pm, Monday 13 <sup>th</sup> February 2023	4

### Assessment Summaries

#### User Experience Topic Presentation

You will be asked to record a presentation (4-8 mins) on a User Experience Topic. This will require you to determine a learning outcome for the presentation, research the topic, create a presentation or other information delivery approach and also record yourself giving the presentation.

#### Concept Design

Using the Five Sheet Design method you will be asked to develop and refine a user experience design. This will require you to sketch individual elements of a user experience and work through to developing a full design.

#### Expert Evaluation

This will require you to apply heuristics and automatic evaluation instruments to a given web interface, to determine recommendations for improvement and write a report to communicate the process and recommendations.

#### Interactive Prototype

Using a prototyping tool, you will be required to develop a prototype of a user experience that includes user interaction. You will accompany the prototype with a report that includes the rationale for the design choices you made.

You will use the COMP 640 AKORAKA | LEARN page to submit your work.

## Academic Penalties

### Late Submission of Assessment

Unless alternative arrangements have been made with the Examiner, items of assessment that are submitted after the due date and time will attract an immediate penalty of 25% of the marks available those received more than 48 hours after the due date and time will be awarded a mark of zero.

## **Student Workload**

At a minimum, 150 hours for 15-credit courses or 200 hours for 20-credit courses represents the amount of time that an average student might be expected to spend to receive a passing grade. The total student workload for a course is not spread evenly from week to week and students are expected to proactively manage their workload throughout the semester. Achievement in a course is based on student performances, not on the time committed to studying the course. No matter how many hours a student puts into this course, they are not guaranteed a pass. The following time-use guidelines are provided as an example of how the hours may be allocated in this course.

<b>Contact Hours</b>	<b>Total hours (over semester)</b>
Face to face contact, e.g. lectures, tutorials, field trips, exams. This includes recorded / online lectures or other classes.	70
<b>Non-contact Hours</b>	
Self-directed learning, e.g. study, projects, assessments, tests and exam prep.	130
<b>Total Student Workload</b>	<b>200</b>

## **Feedback Opportunities**

There will be an opportunity to formally evaluate the course at the end of the semester, however feedback is welcomed and appreciated throughout the semester and may be provided in any format e.g. in person, with a support person, through a student rep, via a note, or email. Constructive feedback is welcomed and appreciated throughout the semester to allow the Examiner to improve the course and their lecturing style.