

Aim



to introduce

- design concepts and
- development tools and frameworks

associated with the creation of dynamic user interfaces suitable for use across a range of platforms and devices

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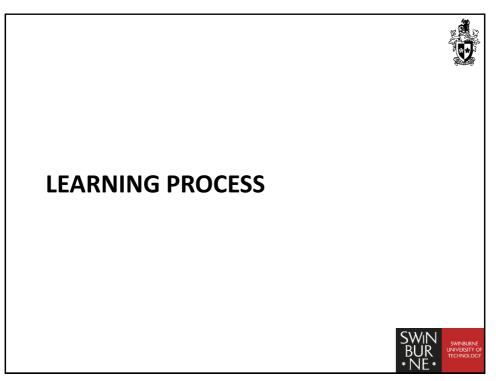
Learning Outcomes

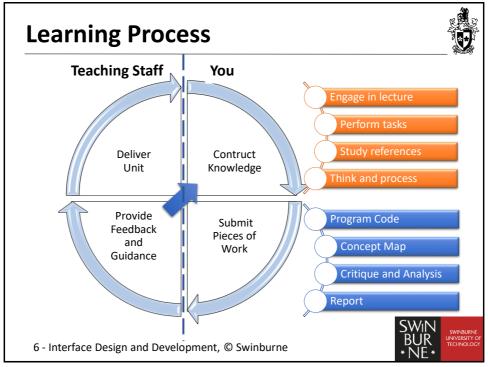


Students who successfully complete this Unit should be able to:

- Apply fundamental design concepts and standards to the development of user interfaces
- Use contemporary frameworks to create dynamic user interfaces
- Design and develop user interfaces optimised for a range of devices and platforms
- Evaluate user interfaces with respect to usability and accessibility using appropriate techniques, and propose improvements
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Learning Paths



Lecture Topics / Notes

Concepts, ideas, demos ... why, what, how, what if, what else ...

Examples

Practical skills, concepts, ideas, expansion, help, feedback ...

• Tasks (P, C, D, and HD)

Consolidate skills, ideas, synthesis, learning outcomes, feedback ...

Quality, standards ... feedback ...

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Feedback and Guidance



- Read comments provided to you for each task
- · Discuss your concerns with tutors
- Note:
 - you must incorporating all feedback before resubmitting any work
 - you must contact your tutor if you receive a comment to discuss
 - you must regularly check for any announcement and email that pertains to the unit

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PORTFOLIO



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Assessment Overview



Tasks and Details	Individual or Group	Weighting	Assessment Due Date
Portfolio	Individual	100%	 for Pass and Credit Monday 29th May for Distinction and High Distinction Monday 5th Jun

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Portfolio



It must contain the following items:

- Learning Summary Report that reflects on what you have learnt, and shows how your portfolio addresses the assessment criteria and unit learning outcomes.
- A number of pieces of work that demonstrate how you have met all of the unit learning outcomes. This must include:
 - Answers, code, and reports from the weekly tasks
 - A web application of your own design (for Distinction and above)
 - A research report (for High Distinction)

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Portfolio: Learning Summary Report



consist of three parts

- self-assessment provides a summarised check list of the task that you had completed
- learning objective map where you list and briefly describe the pieces of work that you submitted and mapped to which learning objectives and to what level of understanding did you achieve.
 - Note: that each piece of work may only address certain learning outcomes. As such, if a piece of work is mapped to a learning outcome that is not appropriate, the piece of work does not count towards achieving the expected level of understanding

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Portfolio: Learning Summary Report



- reflection is a personal comment on what you have learnt in this unit, and how your knowledge and skills have developed.
 - Elaborate on aspects that you found challenging/inspiring/interesting and why?
 - Include the approach that you used to solve problems and how what you have learnt
 - Compare and contrast new learning/information within the context of prior learning
 - Present areas that you have personally explored beyond the expectations
 - Highlight ideas/techniques/principles that can be generalised and used
- Note: The reflective section should not be a direct summary of the content covered in the unit

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Portfolio: Pieces of Work



- All pieces of work classified as Pass task including tasks classified as Test if you are aiming for a Credit grade (or above)
- All pieces of work classified as Credit task if you are aiming for a Credit grade (or above)
- A web application of your own design if you are aiming for a Distinction grade (or above)
- A research report if you are aiming for High Distinction

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ASSESSMENT CRITERIA AND PROCESS



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Assessment Criteria



	Description	
Pass Tasks	Core tasks required to demonstrate the unit's learning outcomes. All of these tasks must be completed in order to pass the unit.	
Credit Tasks	Extend beyond the core material to help you better understand the concepts associated with the unit.	
Distinction Tasks	Provide an opportunity for you to demonstrate that you have a good understanding of all of the topics associated with the unit.	
High Distinction Tasks	Go beyond the material covered in the unit, allowing you to demonstrate that you can use what you have learnt to explore associated concepts.	

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Custom Web Application (D and HD)



- apply the concepts learnt to the design and development of a custom web application.
- propose an application that you will design and implement using the techniques learnt in collaboration with the teaching staff
- submit code you that have developed and a design report and screenshot(s) of your application in action

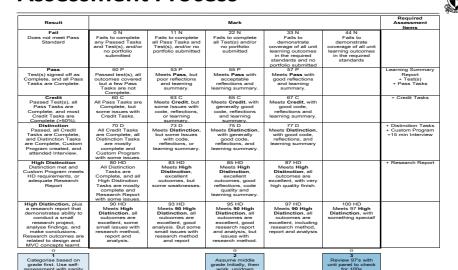
Full criteria available on Canvas



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Assessment Process



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