# Solent University Unit Descriptor

## **Unit Code: COM523** **Unit title: UI**

### **Why is this unit important?**

User interface design plays an important role within the digital industries. Professional Interface designers work in multidisciplinary teams alongside user experience (UX) practitioners and web developers to create accessible user centred digital products and services for a wide range of applications.

### **What you will learn on the unit**

You will learn current workflows for creating prototypes for digital products that solve a design problem by gathering requirements, creating design systems, building prototypes that will be tested and evaluated for usability.

As user interface (UI) designers work alongside UX and web development practitioners you will learn how UX informs your design prototypes and what format completed projects will be handed over to a web or software developer.

You will receive technical instruction on a range of current prototyping tools, platforms and processes

We will cover the following areas:

* Principles and theory for interaction design
* Designing for multiple screen and device outputs
* Working within current design standards and guidelines
* Design patterns and systems
* Creating accessible interfaces and interactions
* Testing and evaluation
* Design problem case studies
* User interface (UI), Voice user interface (VUI), AR UI (Augmented Reality user interface)

### **How you will learn**

Learning activities will be based on real-world scenarios, preparing you for employment or career progression.

The lecture will deliver the core principles of user interface design with the practical sessions offering you technical design instruction and studio practice. Practical sessions will consist of guided walk-throughs, independent and group tasks.

**How much time the unit requires:** This is a 20-credit unit, in fitting with the amount of credits, you will be expected to study for 200 hours in total. This total learning time is made up of lectures, practical sessions and self-initiated study. Your tutor will offer you guidance on how you should best manage your study time on this unit.

### **How you will be assessed**

#### Tasks which help you to learn and prepares you for summative tasks (Formative):

You will be given set milestones and informal feedback on your work before submitting your summative assessment for grading. You will be given opportunities to verbally present your design practice and research in preparation for assessment two (AE2).

#### **Tasks which count towards your degree (Summative):** There are two summative assessment tasks in this unit, the first assessment (AE1) is an individual presentation of a design problem worth 20% of your final grade. The second assessment (AE2) worth 80% of your final grade, requiring you to create a design problem case study, based on the presentation you delivered for AE1, containing research, documentation of the design process and evaluation.

You will need to gain evaluation from user testing and feedback from digital product practitioners to determine your objectives have been achieved and reflect constructively.

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**When assessment does not go to plan**  
If you do not pass this unit, you will have to resubmit your work after improving it based on feedback from your tutor.

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#### **What you will be able to do after the unit**

On completion of this unit you will be able to create professional standard user interface clickable prototypes.

1. Manage a digital project life cycle from brief through to delivery.
2. Discuss and implement user interface prototypes using current guidelines for design, intellectual properties and accessibility.
3. Analyse interface designs problems and suggest solutions to identify principles that underpin user experiences.
4. Use research and technical skills to produce interface prototypes that are fit for purpose within the environment of professional workflows.
5. Confidently communicate ideas and gain feedback from practitioners, team members and clients with reference to relevant concepts and design principles.
6. Communicate clearly using a range of appropriate sources

**How this relates to the dimensions of Solent’s Real-world curriculum framework**

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| --- | --- | --- |
| Dimensions | How students learn | How students are assessed |
| Students are challenged to think in critical, creative and applied ways | Students will need to evaluate the best design process for a set task or problem | Students need to present a discussion and evaluation of current design processes |
| Students are inspired to do research through inquiry, curiosity and problem-solving | Students will be tasked to solve a design problem informed by research. | Students will need to present both academic and professional styled research findings |
| Students experience an intellectually stimulating curriculum which inspires them to learn for life | Students are guided in using current industry-standard work practice and processes. | Students will use their research on current practice to inform and influence the design process |
| Students reflect and grow inwardly, social and ethically to be able to confront the challenges of the world | Students will acquire skills in promoting themselves as a user interface designer. | Students will be required to show evidence of how they have promoted themselves and the design work in a professional manner. |
| Students face outward to the community, industry and the global environment | Students will need to gain evaluation from user testing and feedback from digital product practitioners. | Students will need to present evidence of feedback and evaluation they have gained by undertaking design tasks for both formative and summative assessments |
| Students learn from authentic, engaging and programmatic assessment | Students will be exposed to current design practice and workflows. | Students should present their design work based upon current practice, standards and guidelines. |

### **Summative assessment details**

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| --- | --- | --- |
| AE1 | Weighting: | 20% |
|  | Assessment type: | Presentation (Individual) |
|  | Aggregation: | Aggregated to AE2 |
|  | Length/duration: | 5 minutes |
|  | Online submission: | No |
|  | Grade marking: | Yes |
|  | Anonymous marking: | No |

|  |  |  |
| --- | --- | --- |
| AE1 | Weighting: | 80% |
|  | Assessment type: | Case Study |
|  | Aggregation: | Aggregated to AE1 |
|  | Length/duration: | 2000 words (-/+ 10%) |
|  | Online submission: | Yes |
|  | Grade marking: | Yes |
|  | Anonymous marking: | No |

### **Unit Author:** Martin Reid

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| Unit Title: UI | | | |
| Credit Points: | 20 | Unit Code: | COM523 |
| FHEQ Level: | 5 | School/Service | SMAT |
| Unit Delivery Model: | CD | Max/Min student numbers |  |
| Unit Leader: | Martin Reid | | |
| HECOS code | 100636 | | |

### **Unit change history:**

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| --- | --- | --- | --- |
| Unit Approved/Year Implemented/Code | July 2019 | 2020/21 | COM523 |
| Unit modified/Year Implemented/Code |  |  |  |
| Add extra rows as required |  |  |  |