COMP C8Z07: Universal Design Project

Full Title:	Universal Design Project
Language of Instruction:	English

Module Code:	COMP C8Z07

Credits:	10

Valid From:	Semester 1 - 2016/17 (September 2016)

Module Delivered in	3 programme(s)

Module Description:	Students completing this module will participate in a group project to develop an application user interface (UI) taking a user-centered design approach, specifically following the Universal Design process. They will experience both the challenges and rewards of working with different team roles and responsibilities necessary for effective agile project and process management. They will present and reflect on each stage of development, both as a group and individually, to the project mentoring and assessment panel.

Learning Outcomes:

On successful completion of this module the learner should be able to

1. Produce an application UI following a Universal Design process, starting from design requirements, through design concept, to a working prototype within a small development team.
2. Examine collectively project deliverables from a Universal Design and an agile development perspective.
3. Evaluate alternative interface designs and interactive devices against a wide range of end-user needs.
4. Reflect on their individual contribution and role within a software development team, gaining both the confidence and insight needed to perform more effectively.

Module Content & Assessment

Indicative Content
Group Project Operation * Project requirements, stages and deliverables * Group roles and responsibilities, team skills and group dynamics *Agile Project Management: estimating, assigning, scheduling * Agile Project Process: resource sharing, version control, documentation
Universal Design * Principles of Universal Design * User profiling, requirements analysis and design participation * Usability evaluation and user experience (UX) assessment * Design diversity, accessibility and non-standard user design issues
User Interface Design * UI history, categories and case studies * UI design methods: mood boards, storyboards, paper prototyping * Interaction, control schemes and feedback schemes

Assessment Breakdown	%
Course Work	100.00%

Full Time

Course Work

Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Marks Out Of*	*Pass Marks*	*Assessment Date*	*Duration*
Group Project	The group component of this project is typically made up of the following deliverables (i.e. incremental iterations): Application UI Design Document, Application UI Proof of Concept, Application UI Prototype. Deliverables will include submission of appropriate plans, designs, code, resources and documentation. Groups will normally consist of 3-4 students. All groups and projects will be approved and / or modified by the project mentoring and assessment panel as may be deemed necessary throughout the duration of the module. Where an individual's contribution to their project is deemed to be seriously deficient, the panel will separately assess the individual's overall performance.	1,2,3	70.00	0	0	Sem 1 End	0
Project	The individual component of this project is typically made up of the following deliverables: Project Journal, Process Contribution, Interview. Individual project deliverables will be supported and evidenced by an appropriate e-Portfolio.	4	30.00	0	0	Sem 1 End	0

No Project

No Practical

No End of Module Formal Examination

Part Time

Course Work							
Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Marks Out Of*	*Pass Marks*	*Assessment Date*	*Duration*
Group Project	The group component of this project is typically made up of the following deliverables (i.e. incremental iterations): Application UI Design Document, Application UI Proof of Concept, Application UI Prototype. Deliverables will include submission of appropriate plans, designs, code, resources and documentation. Groups will normally consist of 3-4 students. All groups and projects will be approved and / or modified by the project mentoring and assessment panel as may be deemed necessary throughout the duration of the module. Where an individual's contribution to their project is deemed to be seriously deficient, the panel will separately assess the individual's overall performance.	1,2,3	70.00	0	0	End of Year	0
Project	The individual component of this project is typically made up of the following deliverables: Project Journal, Process Contribution, Interview. Individual project deliverables will be supported and evidenced by an appropriate e-Portfolio.	4	30.00	0	0	End of Year	0

No Project

No Practical

No End of Module Formal Examination

Reassessment Requirement

Reattendance
The assessment of this module is inextricably linked to the delivery. Therefore reassessment on this module will require the student to reattend (i.e. retake) the module in its entirety.

DKIT reserves the right to alter the nature and timings of assessment

Module Workload & Resources

Workload: Full Time

Workload Type	Workload Description	Hours	Frequency	Average Weekly Learner Workload
Lecture	No Description	2.00	Every Week	2.00
Practical	No Description	6.00	Every Week	6.00
Directed Reading	No Description	2.00	Every Week	2.00
Independent Study	No Description	6.00	Every Week	6.00
			Total Weekly Learner Workload	16.00
			Total Weekly Contact Hours	8.00

Workload: Part Time

Workload Type	Workload Description	Hours	Frequency	Average Weekly Learner Workload
Lecture	No Description	1.00	Every Week	1.00
Practical	No Description	4.00	Every Week	4.00
Directed Reading	No Description	3.00	Every Week	3.00
Independent Study	No Description	8.00	Every Week	8.00
			Total Weekly Learner Workload	16.00
			Total Weekly Contact Hours	5.00

Resources
Recommended Book Resources
Bill Buxton 2007, *Sketching User Experiences: Getting the Design Right and the Right Design (Interactive Technologies)*, 1st Ed., Morgan Kaufmann [ISBN: 978-0123740373] **Russ Unger, Carolyn Chandler 2012, *A Project Guide to UX Design*, Second Ed., New Riders [ISBN: 978-0-321-81538-5]** **John Carroll 2012, *Agile Project Management in Easy Steps* [ISBN: 978-1-84078-447-3]**
Supplementary Book Resources
Jim Thompson, Barnaby Berbank-Green 2007, *The Computer Game Design Course*, Thames and Hudson Ltd [ISBN: 978-0500286586]
This module does not have any article/paper resources
Other Resources
Website: *Universal Design & UX* http://www.universaldesign.ie **Website: *User-centered Design*** http://www.w3.org/WAI/redesign/ucd **Website: *Usability & UX*** http://www.usability.com **Website: *Agile Development*** http://www.scrumalliance.org **Website: *Agile Development*** http://www.agilealliance.org **Website: *User Interface Design*** http://www.humanfactors.com **Website: *Games Interface Design*** http://www.gamasutra.com **Website: *Games Interface Design*** http://www.gamestudies.org

Module Delivered in

Programme Code	Programme	Semester	Delivery
DK_KCOMP_8	Bachelor of Science (Honours) in Computing	5	Mandatory
DK_KGMDV_8	Bachelor of Science (Honours) in Computing in Games Development	5	Mandatory
DK_KCEUD_8	Certificate in Universal Design	1	Mandatory