2024 / 25

School of Science and Computing
+353 (0)51 302037
Eleanor.Reade@setu.ie
www.wit.ie/schools/science_computing

Ollscoil Teicneolaíochta an Oirdheiscirt

South East Technological University

Module Descriptor

User Experience Design (Computing and Mathematics)

User Experience Design (A13381)

Short Title: User Experience Design
Department: Computing and Mathematics
Credits: 5 **Level:** Introductory

Description of Module / Aims

User Experience (UX) is a concept that has many dimensions, and it includes a variety of different disciplines?such as interaction design, visual design, usability, and human-computer interaction. This module will introduce the student to elements and tools that are essential for enhancing user satisfaction by improving motivation, usability and accessibility provided in the interaction between the user and the product in both web and non-web based interfaces. The student will engage in the various stages of the UX Design process, utilizing a variety of supportive tools to assist in the completion of the varied tasks of the UX Designer.

Programmes

		stage/semester/status
COMP-0586	BSc (Hons) in Applied Computing (WD_KCOMP_B)	2 / 4 / E
COMP-0586	BSc (Hons) in Creative Computing (WD_KCRCO_B)	1 / 1 / M
COMP-0586	BSc (Hons) in Software Engineering (WD_KDEVP_BI)	2 / 3 / M
COMP-0586	BSc (Hons) in Software Systems Development (WD_KDEVP_B)	2 / 3 / M
COMP-0586	BSc in Multimedia Applications Development (WD_KMULA_D)	1 / 1 / M
COMP-0586	BSc in Software Systems Development (WD_KCOMC_D)	2 / 3 / M
COMP-0586	BA (Hons) in Design (Visual Communications) (WD_DVISC_B)	3 / 6 / E

Indicative Content

- Visual Design
- Interaction Design
- Usability and Accessibility
- Human Computer Interaction (HCI) & User Centred Design (UCD)
- Guidelines and Standards
- Evaluation and Testing

Learning Outcomes

On successful completion of this module, a student will be able to:

1. Demonstrate an understanding of the underlying issues and principles of UX.
2. Demonstrate, at a fundamental level through written and practical work, the links between UX and Human Factors.
3. Apply the principles of UCD, to the capture of user requirements providing a basis for design that is fit for purpose.
4. Construct appropriate user interfaces for specific applications and specific users using low and high fidelity prototyping.
5. Explain the usability and accessibility of an interface with respect to different user populations.

Learning and Teaching Methods

- Lectures –will be used to introduce and discuss UX concepts.
- Practicals/Workshops – will be used to develop and apply the concepts introduced and discussed during lectures.
- Student Independent Learning – Students will research and apply the various concepts introduced and discussed during lectures.
- Students will use MS Office and Adobe Creative Cloud.

Learning Modes

Learning Type	F/T Hours	P/T Hours
Lecture	24	
Practical	24	
Independent Learning	87	

Assessment Methods

	Weighting	Outcomes Assessed
Continuous Assessment	100%	
In-Class Assessment	35%	1,2
Assignment	65%	3,4,5

Assessment Criteria

<40%: Unable to interpret and describe key concepts of the specific knowledge domain(s).

40%–49%: Be able to interpret and describe key concepts of the specific knowledge domain(s).

50%–59%: Ability to discuss key concepts of the specific knowledge domain and ability to discover and integrate related knowledge in other knowledge domains.

60%–69%: Be able to solve problems within the specific knowledge domain(s) by experimenting with the appropriate skills and tools.

70%–100%: All the above to an excellent level. Be able to analyse and design solutions to a high standard for a range of both complex and unforeseen problems through the use and modification of appropriate skills and tools.

Essential Material(s)

- "Color in Motion." http://www.mariaclaudiacortes.com/colors/Colors.html
- "Interaction Design." http://www.id-book.com/index.php
- "UXMatters." Fundamental Principles of UX Design. http://www.uxmatters.com/mt/archives/2014/11/fundamental-principles-of-great-ux-design-how-to-deliver-great-ux-design.php
- Preece, J. and Rogers, Y. and Sharp, H. *Interaction Design: Beyond Human Computer Interaction.* 4th Edition. West Sussex: John Wiley and Sons, 2015.

Supplementary Material(s)

- Benyon, D. and Turner, P. and Turner, S. *Designing Interactive Systems: People, Activities,Contexts, Technologies.* Essex, UK: Addison-Wesley, 2005.
- Garrett, J.J. *The Elements of User Experience: User Centred Design for the Web.* 2nd Edition. New York: New Riders, 2010.
- Johnson, J. *Designing with the Mind in Mind.* 2nd Edition. Waltham, MA: Morgan Kaufman, 2014.
- McManus, S. *Web Design: make your website a success!.* 6th Edition. Warwickshire, England: In Easy Steps, 2014.

Requested Resources

- Computer Lab: Multimedia Lab