

2024 / 25

School of Science and Computing

☎ +353 (0)51 302037

✉ Eleanor.Reade@setu.ie

🌐 www.wit.ie/schools/science_computing



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TU**

Ollscoil
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an Oirdheiscirt

South East
Technological
University

Module Descriptor

User Experience and Design (Computing and Mathematics)

User Experience and Design (A13384)

Short Title: User Experience and Design
Department: Computing and Mathematics
Credits: 10

Level: Postgraduate

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, information architecture, visual design, usability, and human-computer interaction. The aim of this module is for the students to learn, through information, demonstration, exploration and application, a human-centred approach to design and evaluation of a wide range of interactive systems and products, and their contexts of use.

Programmes

| stage/semester/status | | |
|-----------------------|--------------------------------------------------------------------|-----------|
| COMP-0619 | MSc in Computer Science (Enterprise Software Systems) (WD_KCESS_R) | 1 / 0 / E |
| COMP-0619 | MSc in Computing (Information Systems Processes) (WD_KISYP_R) | 1 / 0 / E |

Indicative Content

- Visual & Interaction Design
- Information Architecture
- Usability & Accessibility
- Human Computer Interaction (HCI) & User Centred Design (UCD)
- Ergonomics
- Evaluation & Testing

Learning Outcomes

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

1. Appraise the theoretical relevance, and the application, of human physical, cognitive, social and affective knowledge, to the design of interactive systems.
2. Critique and evaluate the user requirements for an interactive system or product.
3. Design, implement and evaluate interactive computing systems.
4. Interpret outcomes of study and research in writing and orally.

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 Microsoft Office and Adobe Creative Cloud.

Learning Modes

| Learning Type | F/T Hours | P/T Hours |
|----------------------|-----------|-----------|
| Lecture | 24 | 24 |
| Practical | 24 | 24 |
| Independent Learning | 222 | 222 |

Assessment Methods

| | Weighting | Outcomes Assessed |
|-----------------------|-----------|-------------------|
| Continuous Assessment | 100% | |
| Assignment | 20% | 4 |
| Assignment | 80% | 1,2,3,4 |

Assessment Criteria

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

40%–59%: Be able to interpret and describe key concepts of the specific knowledge domain(s). Be able 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)

- "Fundamental Principles of Great UX Design: How to Deliver Great UX Design." <http://www.uxmatters.com/mt/archives/2014/01/fundamental-principles-of-great-ux-design-how-to-deliver-great-ux-design.php#sthash.a4jgbhYc.dpuf>
- "Interaction Design." <http://www.id-book.com/index.php>
- Preece, J. and Rogers, Y. and Sharp, H. *Interaction Design: Beyond Human Computer Interaction*. 4th Edition. Chichester, UK. : Wiley., 2015.

Supplementary Material(s)

- "Color in Motion." <http://www.mariaclaudiacortes.com/colors/Colors.html>
- "UX Books." <http://uxdesign.cc/ux-books/>
- Benyon, D. and Turner, P. and Turner, S. *Designing Interactive Systems: People, Activities, Contexts, Technologies*. Essex, UK: Addison-Wesley, 2005.
- Garrett, J. *The Elements of User Experience: User Centred Design for the Web*. New York: New Riders, 2010.
- Heim, S. *The Resonant Interface: HCI Foundations for Interaction Design*. Boston, MA: Addison-Wesley, 2008.
- 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.
- Raskin, J. *The Humane Interface: New Directions for Designing Interactive Systems*. Boston, MA: Addison-Wesley, 2000.

Requested Resources

- Room Type: Computer Lab
- Lecture Room: Loose Seated