

## MODULE DESCRIPTOR

<b>MODULE TITLE</b>	UX Away from the Desktop		
<b>MODULE CODE</b>	CO4753 (L7)	<b>CREDIT VALUE</b>	20 credits / 10 ECTS
<b>SCHOOL</b>	SCHOOL OF SCIENCE		

### MODULE AIMS

The aims of the module are for the students to:

1. Explore new possibilities enabled by new and novel interactive technologies.
2. Gain practical experience in the user-centred design and prototyping of products using new and novel interactive technologies.
3. Evaluate the user experience and critically reflect on interactive products involving new and novel interactive technologies.
4. Appreciate the important of considering user experience when designing new and novel technologies.
5. Appreciate the application of existing and cutting-edge research in the context of new and emerging interactive technologies.

### MODULE CONTENT

This module introduces students to user experience design in the context of possibilities enabled by the use of new and novel technologies that take us away from the typical 'desktop' metaphor and into the realms of the 'ubicomp' vision. Students will learn to design, build and critically reflect on interactive applications using technologies such as embedded, tangible and surface. Students will also learn how these technologies impact and are influenced by existing research areas including:

- User Experience Design in the context of new and novel technologies
- Interface Design Principles
- The principles of usability
- Socio technical design
- Multimodal systems
- Groupware
- Ubiquitous/Pervasive computing
- Situated computing

### INTENDED LEARNING OUTCOMES

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

1. Critically reflect on the application possibilities and interaction metaphors enabled by new and novel interactive technologies
2. Use UX techniques in the design and prototyping of interactive system for a range of technologies.
3. Critically evaluate the effect that such products enabled by these technologies have on the user experience.
4. Discuss the impact of existing and emerging research on the user experience design of products using novel interactive technologies

### TEACHING METHODS

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The theoretical material will be delivered during lecture sessions; these will be available on the web for online use, where they may be augmented with additional learning materials and tasks.

Face to face and online tutorial and seminar sessions will give the students the chance to discuss and present their work in a critical environment. For online students use will be made of communications technology to bring their work to a critical audience.

In the first coursework assessment students will explore and critically review literature pertinent to the module to ensure links are made between the module and current research topics.

In the first coursework assessment students will undertake a significant UX project that is informed by relevant research, creates Away from the Desktop technology prototypes, and makes use of appropriate UXD techniques.

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## **ASSESSMENT METHODS**

This module is assessed through a research paper review (25%) and Product UX design and report (75%).