

MODULE DESCRIPTOR

MODULE TITLE	INTERACTION DESIGN		
MODULE CODE	TE1009(L4)	CREDIT VALUE	20 UK CREDITS / <u>10 ECTS</u>
SCHOOL	SCHOOL OF SCIENCES		

MODULE AIMS

This module aims:

- To provide students with opportunities to develop a good foundation in interaction design principles and industry standard prototype, mock-up, user flow and task flow tools.
- Examine the methodology and models of processes including requirement analysis, design, and testing of Interactive Web Systems and their users.
- Build awareness of the various approaches and techniques used in Usability evaluation.
- To help students recognise and build industry-level skills and knowledge in preparation for future work experience and employment.

MODULE CONTENT

Indicative syllabus content:

The students will be introduced to the key tenants of interaction design and the principles of user understanding and web system requirements analysis, in order to design user-centred prototypes, mock-ups, User Interfaces (UI) task flows and user flows.

Students will explore the current trends and technologies that influence the design of user-centred UIs and flows for web/smartphone applications, in order to develop an understanding of the subject area.

In this module, students will learn how to design and deliver effective, clear, accessible and visually appropriately designed user flows, prototypes and mock-ups of Web/Smartphone Interactive applications using industry-standard tools.

The students will develop knowledge in prototyping techniques, user analysis, user flow and UI design tools and techniques, in order to produce optimised solutions that effectively meet the needs and requirements of users and clients.

Students will apply industry best practice in the planning and delivery of prototypes and mock-ups that take into account realistic user scenarios.

INTENDED LEARNING OUTCOMES

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

- Recognise and evaluate appropriate prototyping trends, techniques and methods.
- Apply a range of prototyping user flow and task flow design tools, requirement analysis techniques, testing and evaluation methods effectively.
- Carry out collection and analysis of User Needs and Requirements.

TEACHING METHODS

This module offers a generally practical approach to learning interactive application design and delivery. Students will attend lectures, seminars and laboratory sessions in preparation for practical coursework. They will undertake a series of formative assessed practical exercises, applying methods explored in lectures and lab-based demonstrations. Their learning will be supported by access to on-line materials and development systems.

To encourage communication and help underpin the multidisciplinary nature of the module, students will work in small groups for some practical exercises and in the delivery of one piece of assessed coursework. They will also be expected to make a short presentation explaining their methods and approach to the research and development of solutions.

Assignment briefs will be designed to allow students to demonstrate their knowledge, understanding and application of relevant methods.

ASSESSMENT METHODS

This module is assessed through one Individual Brief and one Group Brief.