

Module Title	Advanced Interaction Design	School	Mathematical & Computer Sciences				On or Off-Campus	On	
Module Co-ordinator	Judy Robertson	SCQF Level	11	Module Code	F21AD	Semester	2	Credits	15

1. Pre-requisites	F28IN Interaction Design <i>or equivalent</i>		
2. Linked Modules (specify if synoptic)	None		
3. Excluded Modules	None		
4. Replacement Module	Code:	5. Availability as an Elective	Yes <input type="checkbox"/> No <input checked="" type="checkbox"/>
	Date Of Replacement:		
6. Degrees for which this is a core module	Mandatory module for MSc Creative Software Systems Optional module for BSc Computer Science, MEng Software Engineering, BSc Information Systems, MSc Distributed & Multimedia Information Systems, MSc Software Engineering, MSc IT (e-Learning),		
7. Aims			
<p>The module aims to give students the opportunity to develop:</p> <ul style="list-style-type: none"> ◆ An extensive, detailed and critical knowledge of requirements gathering, design and evaluation techniques in interaction design. ◆ An awareness of current research and emerging issues in the field of interaction design. ◆ A range of specialised skills, and research methods involved in working with users. 			
8. Syllabus			
<p>Current and emerging topics in Interaction Design including: user demographics, patterns in technology adoption, interaction design lifecycles, user interface design patterns, prototyping methods, a wide range of qualitative and quantitative data gathering and analysis techniques, accessibility, and a range of research case studies covering cutting edge issues in the field</p>			

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9. Learning Outcomes (HWU Core Skills: Employability and Professional Career Readiness)

Subject Mastery	<p><i>Understanding, Knowledge and Cognitive Skills</i> <i>Scholarship, Enquiry and Research (Research-Informed Learning)</i></p> <p>Students will develop skills in the following areas:</p> <ul style="list-style-type: none"> ◆ Review, critically analyse, evaluate, and synthesise of previous research projects in the field of interaction design ◆ Identify and propose innovative solutions in response to analysis of users' requirements. ◆ Make informed judgements about appropriate methodologies for developing and evaluating technologies suitable for user demographics and background experience.
Personal Abilities	<p><i>Industrial, Commercial & Professional Practice</i> <i>Autonomy, Accountability & Working with Others</i> <i>Communication, Numeracy & ICT</i></p> <p>Students will develop skills in the following areas:</p> <ul style="list-style-type: none"> ◆ Use discipline appropriate software for data analysis, prototyping and learning. ◆ Present, analyse and interpret numerical and graphical data gathered as part of evaluation studies. ◆ Communicate effectively to knowledgeable audiences by preparing formal and informal presentations and written reports. ◆ Exercise autonomy and initiative by planning and managing their own work; develop strategies for independently solving problems and taking the initiative. ◆ Take responsibility for their own and other's work by contributing effectively and conscientiously to the work of a group, actively maintaining good working relationships with group members, and leading the direction of the group where appropriate. ◆ Reflect on roles and responsibilities by critically reflecting on their own and others' roles and responsibilities. ◆ Deal with complex professional and ethical issues including working with human subjects and wider issues relating to technology in society

10. Assessment Methods

11. Re-assessment Methods

Method	Duration of Exam (if applicable)	Weighting (%)	Synoptic modules?	Method	Duration of Exam (if applicable)
Exam	2 hours	60%		Exam	2 hours
Coursework		40%			

12. Date and Version

Date of Proposal	31/10/2007	Date of Approval by School Committee	December 2007	Date of Implementation	15/9/2008	Version Number	1
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