

Module Title	Interaction Design	School	Mathematics and Computer Science				On or Off-Campus	On	
Module Co-ordinator	Judy Robertson, Sandy Louchart	SCQF Level	8	Module Code	F28IN	Semester	1	Credits	15

1. Pre-requisites	F27IS Interactive Systems		
2. Linked Modules (specify if synoptic)			
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 BSc Information Systems, BSc Computer Science, BSc Computer Science & MEng Software Engineering		
7. Aims			
<p>The module aims to give students the opportunity to develop:</p> <ul style="list-style-type: none"> ◆ A broad knowledge and understanding of requirements gathering, design and evaluation theory and techniques in interaction design. ◆ An introduction to commonly used design techniques and pattern for user interfaces. ◆ A selection of routine skills and methods involved in working with users. 			
8. Syllabus			
Current topics in Interaction Design including: interaction design lifecycles, user interface design patterns, basic qualitative and quantitative data gathering and presentation techniques, accessibility.			
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"> ◆ Critically analyse interaction design and interfaces. ◆ Propose solutions in response to interface design problems ◆ Evaluate the effectiveness of user interfaces with respect to user requirements. 		

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Personal Abilities	<i>Industrial, Commercial & Professional Practice Autonomy, Accountability & Working with Others Communication, Numeracy & ICT</i> Students will develop skills in the following areas: <ul style="list-style-type: none"> ◆ Use discipline appropriate software for data analysis, ◆ Present, analyse and interpret simple numerical and graphical data gathered as part of evaluation studies. (PDP) ◆ Communicate effectively to knowledgeable audiences by preparing informal presentations and written reports. (PDP) ◆ Exercise autonomy and initiative by planning and managing their own work within a specified project; (PDP) ◆ Take responsibility for their own and other's work by contributing effectively and conscientiously to the work of a group (PDP) 							
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10. Assessment Methods				11. Re-assessment Methods	
Method	Duration of Exam (if applicable)	Weighting (%)	Synoptic modules?	Method	Duration of Exam (if applicable)
Exam		60%		Exam	2 hour
Coursework		40%			

12. Date and Version							
Date of Proposal	October 2007	Date of Approval by School Committee	December 2007	Date of Implementation	September 2009	Version Number	1