

MMED M7003: User Experience (UX) Concepts

Module Details	
Module Code:	MMED M7003
Full Title:	User Experience (UX) Concepts APPROVED
Valid From:	Semester 1 - 2020/21 (September 2020)
Language of Instruction:	English
Duration:	2 Semesters
Credits:	10
Module Owner::	Adele Commins
Departments:	Unknown
Module Description:	The aim of this module is to develop in students a greater practical understanding of a industry standard user experience design package. They will show an understanding of various human computer interaction principles and user experience theory for information design and architecture.

Module Learning Outcome	
On successful completion of this module the learner will be able to:	
#	Module Learning Outcome Description
MLO1	Demonstrate the ability to use a industry standard user experience design package.
MLO2	Design and create user experience design artifacts for screen based environments. Using UX theory and practices
MLO3	Apply various human computer interaction principles and user experience theory for information design and architecture.
MLO4	Discuss, critique and analyse design material of various User Experience (UX) Design practitioners from around the world.
MLO5	Demonstrate a reflective design development process including defining the problem, research and synthesis of information, development of solutions by testing, evaluation and refinement.
Pre-requisite learning	
<p>Module Recommendations <i>This is prior learning (or a practical skill) that is strongly recommended before enrolment in this module. You may enrol in this module if you have not acquired the recommended learning but you will have considerable difficulty in passing (i.e. achieving the learning outcomes of) the module. While the prior learning is expressed as named DkIT module(s) it also allows for learning (in another module or modules) which is equivalent to the learning specified in the named module(s).</i></p>	
No recommendations listed	

Module Indicative Content	
Industry standard user experience design softwares Industry standard user experience design package, Industry standard digital images package, Industry standard vector package,	
Designing User Experience (UX) Design compositions n/a	
User Experience (UX) Design theory and practice, Fundamentals of UX Design User Research and Interaction Design Psychology, Usability and Visual Design UX Design Engineering and Strategy Key UX activities, including user research, prototyping and testing;	
UXD principles User research, Analysis frameworks, Interaction design principles, Prototyping	
Study various User Experience (UX) Design practitioners and mediums. n/a	
Key Technical knowledge regarding UX platforms n/a	

Module Assessment

Assessment Breakdown	%
Project	100.00%

Module Special Regulation

Assessments

Full Time

No Course Work

Project			
Assessment Type	Project	% of Total Mark	20
Marks Out Of	0	Pass Mark	0
Timing	Week 6	Learning Outcome	3,5
Duration in minutes	0		
Assessment Description Practical based project			
Assessment Type	Project	% of Total Mark	10
Marks Out Of	0	Pass Mark	0
Timing	Week 8	Learning Outcome	4
Duration in minutes	0		
Assessment Description Theory Based project			
Assessment Type	Project	% of Total Mark	20
Marks Out Of	0	Pass Mark	0
Timing	Week 13	Learning Outcome	1,3,5
Duration in minutes	0		
Assessment Description Practical based project			
Assessment Type	Project	% of Total Mark	10
Marks Out Of	0	Pass Mark	0
Timing	Week 23	Learning Outcome	1,2,3,5
Duration in minutes	0		
Assessment Description Practical based project			
Assessment Type	Project	% of Total Mark	30
Marks Out Of	0	Pass Mark	0
Timing	Week 27	Learning Outcome	1,2,3,5
Duration in minutes	0		
Assessment Description Research Practical based project			
Assessment Type	Project	% of Total Mark	10
Marks Out Of	0	Pass Mark	0
Timing	Week 30	Learning Outcome	3,4
Duration in minutes	0		
Assessment Description Theory Based project			
No Practical			
No Final Examination			
Reassessment Requirement			
A repeat examination <i>Reassessment of this module will consist of a repeat examination. It is possible that there will also be a requirement to be reassessed in a coursework element.</i>			

Module Workload

Workload: Full Time					
<i>Workload Type</i>	<i>Contact Type</i>	<i>Workload Description</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>	<i>Hours</i>
Lecture	Contact	No Description	Every Week	1.00	1
Practical	Contact	No Description	Every Week	2.00	2
Independent Study	Non Contact	No Description	Every Week	5.00	5
Total Weekly Learner Workload					8.00
Total Weekly Contact Hours					3.00
Workload: Part Time					
<i>Workload Type</i>	<i>Contact Type</i>	<i>Workload Description</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>	<i>Hours</i>
Lecture	Contact	No Description	Every Week	1.00	1
Practical	Contact	No Description	Every Week	2.00	2
Independent Study	Non Contact	No Description	Every Week	5.00	5
Total Weekly Learner Workload					8.00
Total Weekly Contact Hours					3.00

Module Resources

Recommended Book Resources

Jaime Levy. (2015), *UX Strategy: How to Devise Innovative Digital Products that People Want*.

Steve Krug. (2014), *Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability*.

Emrah Yayici. (2014), *UX Design and Usability Mentor Book: With Best Practice Business Analysis and User Interface Design Tips and Techniques*.

This module does not have any article/paper resources

Other Resources

[Website], Web Design Depot,
<https://www.webdesignerdepot.com/>

[Website], Smashing Magazine,
<http://www.smashingmagazine.com/>

[Website], Usability Geek,
<https://usabilitygeek.com/>

[Website], UX Booth,
<http://www.uxbooth.com/>