

Module specification

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Module Code	CONL727
Module Title	User Interface Design
Level	7
Credit value	15
Faculty	FACE
HECoS Code	100375
Cost Code	GACP

Programmes in which module to be offered.

Programme title	Is the module core or option for this programme
MSc Computer Science with UX	Core

Pre-requisites

None

Breakdown of module hours

Learning and teaching hours	15 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total active learning and teaching hours	15 hrs
Placement / work based learning	0 hrs
Guided independent study	135 hrs
Module duration (total hours)	150 hrs

For office use only	
Initial approval date	27/06/2024
With effect from date	Sept 24
Date and details of revision	
Version number	1



Module aims.

This module aims to provide students with a comprehensive understanding of user interface (UI) design principles and methodologies, focusing on creating intuitive, efficient, and aesthetically pleasing digital experiences. Through a combination of theoretical learning and practical application, students will explore the fundamentals of usability principles, and current trends in UI design. By engaging in hands-on activities and case studies, students will develop the skills necessary to design, prototype, and evaluate user interfaces across various platforms and devices. Emphasising user-centred design approaches, the module seeks to equip students with the ability to empathise with users and conduct user research. Ultimately, students will emerge from this module with the expertise to create impactful UI designs that enhance user satisfaction, engagement, and overall user experience in digital products and services.

Module Learning Outcomes - at the end of this module, students will be able to:

1	Demonstrate an advanced systematic understanding and critical awareness of key User Interface design principles.
2	Strategically apply UI design principles to develop engaging and effective user interfaces.
3	Critically recognise and explore relevant scholarly literature on user-centred design approaches.
4	Construct sophisticated development materials aligned with modern user interface design processes.
5	Systematically evaluate and develop innovative strategies for enhancing user interface design based on comprehensive user feedback.

Assessment

This section outlines the type of assessment task the student will be expected to complete as part of the module. More details will be made available in the relevant academic year module handbook.

Indicative Assessment Tasks:

Two submissions will be required to be submitted for this assessment. The first assessment will comprise of relevant user interface design documentation related to the development of your end product. The second submission will be made in the form of a zip file in which relevant code files will be included to display the user interface product.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1, 2, 3, 4	Coursework	40%
2	1, 2, 3, 4, 5	Coursework	60%



Derogations

None

Learning and Teaching Strategies

The overall learning and teaching strategy is one of guided independent study requiring ongoing student engagement. Online material will provide the foundation of the learning resources, requiring the students to log in and engage regularly throughout the eight weeks of the module. There will be a mix of suggested readings, discussions and interactive content containing embedded digital media and self-checks for students to complete as they work through the material and undertake the assessment tasks. A range of digital tools via the virtual learning environment and additional sources of reading will also be utilised to accommodate learning styles. There is access to a helpline for additional support and chat facilities through Canvas for messaging and responding.

Indicative Syllabus Outline

- Introduction to user interface design
- User interface design principles
- Understanding the context of use & User requirements
- User centred design
- Prototyping & Evaluating documentation
- Developing prototypes
- Design and aesthetics

Indicative Bibliography:

Please note the essential reads and other indicative reading are subject to annual review and update. Please *ensure the correct referencing format is being followed as per the University [IEEE Referencing Guidance](#).*

Essential Reads

J. Johnson, *Designing with the mind in mind: simple guide to understanding user interface design guidelines*. 2nd ed. Waltham, MA: Morgan Kaufmann, 2014.

Other indicative reading

C. Crumlish, et al. *Designing social interfaces: principles, patterns, and practices for improving the user experience*. 2nd ed. Angela Rufino (1st ed.). Beijing, China: O'Reilly, 2015.

S. Krug, *Don't make me think, revisited: a common sense approach to web usability*. Berkeley: Pearson Education US, 2014.

K. Vu, and R. Proctor, *Handbook of human factors in Web design*. 2nd ed. [Online]. Boca Raton: CRC Press, 2011.