Module Descriptor

Title	HCI & User Experience Design (UXD)		
Session	2025/26	**Status**	Published
Code	COMP10066	**SCQF Level**	10
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Computing, Engineering and Physical Sciences**		
Module Co-ordinator	Costas Iliopoulos		

Summary of Module

This module focuses on essential Human Computer Interaction (HCI) concepts concerned with how people interact with computer systems. Developing effective modern interfaces for interactive systems should take into consideration the interaction with users of those systems. Usability needs to be considered, as well as functionality, when meeting the needs of users in a specific context, or environment.

User Experience Design (UXD) encompasses traditional HCI design and extends it by addressing all aspects of a product, or service as perceived by users. UXD is seen as the process of enhancing user satisfaction by improving the usability, ease of use, and pleasure provided in the interaction between the user and the product. User experience (UX) designers use computer skills and creativity to create interactive interfaces that provide meaningful and relevant experiences to users.

This module aims to provide students with a robust balance of theoretical and practical knowledge in designing, developing, and evaluating modern interactive interfaces. To achieve this, it covers areas such as HCI & UXD principles, visual & functional design, design of interactive interfaces, testing and evaluating interactive interfaces.

This module aims to develop several 'I am UWS' Graduate Attributes to make those who complete this module Universal, Work Ready and Successful:

- Universal (Critical Thinker, Ethically-Minded, Research-Minded, Collaborative)
- Work-Ready (Knowledgeable, Problem solver, Effective Communicator)
- Successful (Autonomous, Innovative, Creative, Resilient, Driven) .

Module Delivery Method	On-Campus[1] ☒	Hybrid[2] ☒	Online[3] ☒	Work -Based Learning[4] ☐
Campuses for Module Delivery	☐ Ayr ☐ Dumfries	☒ Lanarkshire ☐ London ☒ Paisley	☐ Online / Distance Learning ☐ Other (specify)	

Terms for Module Delivery	Term 1	☒	Term 2	☐	Term 3	☐
Long-thin Delivery over more than one Term	Term 1 – Term 2	☐	Term 2 – Term 3	☐	Term 3 – Term 1	☐

Learning Outcomes	
L1	Be able to explain essential HCI and UXD theories, concepts, and practices.
L2	Identify and use suitable methodologies and tools to design interactive interfaces.
L3	Identify and use suitable methodologies and tools to design interactive interfaces.
L4	N/A
L5	N/A

Employability Skills and Personal Development Planning (PDP) Skills	
SCQF Headings	**During completion of this module, there will be an opportunity to achieve core skills in:**
Knowledge and Understanding (K and U)	**SCQF 10** Demonstrate and/or work with: Knowledge and understanding of the main HCI & UXD terminology and definitions. Critical knowledge and understanding of the main HCI & UXD principles and concepts associated with user-centred design of interactive systems. Knowledge and understanding of the significance of the latest innovations, techniques, technologies, and other advances likely to be influential in the future of HCI & UXD.

[1] Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

[2] The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

[3] Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

[4] Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

Practice: Applied Knowledge and Understanding	**SCQF 10** Use a wide range of techniques, materials and professional skills linked with contemporary HCI & UXD. Plan and undertake practical design and evaluation of interactive products using appropriate tools and techniques.
Generic Cognitive skills	**SCQF 10** Apply knowledge, skills, and judgement to analyse multifaceted problems and issues. Present insights, interpretations and solutions to multifaceted problems and issues.
Communication, ICT and Numeracy Skills	**SCQF 10** Communicate through the creation of a written report suitable for peers, management and HCI & UXD specialists. Provide justifications for arguments made in report
Autonomy, Accountability and Working with Others	**SCQF 10** Exercise autonomy and initiative in HCI & UXD activities. Work with others and bring into successful conclusion allocated group activities..

Prerequisites	**Module Code**	**Module Title**
	Other	
Co-requisites	**Module Code**	**Module Title**

Learning and Teaching	
In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours.	
Learning Activities During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	**Student Learning Hours** (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture / Core Content Delivery	18
Tutorial / Synchronous Support Activity	6
Laboratory / Practical Demonstration / Workshop	24
Independent Study	152
Please select	
Please select	
TOTAL	200

Indicative Resources

The following materials form essential underpinning for the module content and ultimately for the learning outcomes:

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Grant, W (2018) 101 UX Principles: A Definitive Design Guide. Packt Publishing.

Norman D (2013) The Design of Everyday Things. Revised and Expanded Edition. Basic Books.

Rodgers Y, Sharp H, Preece J (2023) Interaction Design: Beyond Human-Computer Interaction. 6th edition. John Wiley & Sons.

Comprehensive module materials are placed on Aula.

Wireframing and Interface Design/Prototyping tools.

(N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)

Attendance and Engagement Requirements

In line with the Student Attendance and Engagement Procedure, Students are academically engaged if they are regularly attending and participating in timetabled on-campus and online teaching sessions, asynchronous online learning activities, course-related learning resources, and complete assessments and submit these on time.

For the purposes of this module, academic engagement equates to the following:

The School of Computing, Engineering and Physical Sciences considers attendance and engagement to mean a commitment to attending, and engaging in, timetabled sessions. You will scan your attendance via the scanners each time you are on-campus and you will login to the VLE several times per week. Where you are unable to attend a timetabled learning session due to illness or other circumstance, you should notify the Programme Leader that you cannot attend. Across the School an 80% attendance threshold is set. If you fall below this, you will be referred to the Student Success Team to see how we can best support your studies.

Equality and Diversity

The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code.

Aligned with the University's commitment to equality and diversity, this module supports equality of opportunity for students from all backgrounds and learning needs. Using the VLE, material will be presented electronically in formats that allow flexible access and manipulation of content. This module complies with University regulations and guidance on inclusive learning and teaching practice. This module has lab-based teaching and as such you are advised to speak to the Module Co-ordinator to ensure that specialist assistive equipment, support provision and adjustment to assessment practice can be put in place, in accordance with the University's policies and regulations.

(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

Supplemental Information

Divisional Programme Board	**Computing**
Overall Assessment Results	☐ **Pass / Fail** ☒ **Graded**
Module Eligible for Compensation	☐ **Yes** ☒ **No** **If this module is eligible for compensation, there may be cases where compensation is not permitted due to programme accreditation requirements. Please check the associated programme specification for details.**
School Assessment Board	Business & Applied Computing
Moderator	Gerry Creechan
External Examiner	V Sharma
Accreditation Details	
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	1.15

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
80% - Interface Design (Report of practical/ field/ clinical work)
Assessment 2
20% - Reflective Report (Workbook/ Laboratory notebook/ Diary/)
Assessment 3
(N.B. (i) Assessment Outcomes Grids for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module will be assessed. (ii) An indicative schedule listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Module Handbook.)

Component 1							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Report of practical/ field/ clinical work	☒	☒	☒	☐	☐	80	

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Workbook/ Laboratory notebook/ Diary/	☒	☐	☒	☐	☐	20	

Component 3							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☐	☐	☐	☐		
Combined total for all components						100%	hours

Change Control

What	**When**	**Who**
Attendance and Engagement Procedure and Equality and Diversity	17/1/25	F.Valentine