University of the West of Scotland

Module Descriptor

Session: 2024/25

Title of Module: Design for Interaction

Code: COMP07013	SCQF Level: 7 (Scottish Credit and Qualifications Framework)	Credit Points: 20	ECTS: 10 (European Credit Transfer Scheme)
School:	School of Computing, Engineering and Physical Sciences		
Module Co-ordinator:	Ying Liang		

Summary of Module

This module introduces themes integral to the study of interactive systems and the design issues which relate to themes. The lecture content begins by considering the nature of interactive systems and the various possible modes of interaction, before going on to explore a range of interaction design topics, including usability, physical design constraints, screen design, navigation and control, and multimodal interfaces.

In addition to the theory, there are strong practical and analytical themes in the module. Practical exercises develop the software and design skills necessary to build simple working interfaces. Also, a series of workshops allows students to develop the critical and analytical tools to identify good and bad aspects of interface design across a variety of contexts. The final part of the module gives students an opportunity to put these ideas into practice by planning and designing their own interactive application based upon a given specification.

Undertaking this module will develop a range of **graduate attributes** including: critical thinking; problem solving; effective communication and research skills.

Module Delivery Method

Face-To-Face	Blended	Fully Online	HybridC	HybridO	Work-based Learning
				✓	

Face-To-Face
Term used to describe the traditional classroom environment where the students and the lecturer meet synchronously in the same room for the whole provision.

Blended
A mode of delivery of a module or a programme that involves online and face-to-face delivery of learning, teaching and assessment activities, student support and feedback. A programme may be considered "blended" if it includes a combination of face-to-face, online and blended modules. If an online programme has any compulsory face-to-face and campus elements it must be described as blended with clearly articulated delivery information to manage student expectations

Fully Online
Instruction that is solely delivered by web-based or internet-based technologies. This term is used to describe the previously used terms distance learning and e learning.

HybridC
Online with mandatory face-to-face learning on Campus

HybridO
Online with optional face-to-face learning on Campus

Work-based Learning
Learning activities where the main location for the learning experience is in the workplace.

Campus(es) for Module Delivery

The module will **normally** be offered on the following campuses / or by Distance/Online Learning: (Provided viable student numbers permit)

Paisley:	Ayr:	Dumfries:	Lanarkshire:	London:	Distance/Online Learning:	Other:
✓			✓			

Term(s) for Module Delivery

(Provided viable student numbers permit).

Term 1		Term 2	✓	Term 3	

Learning Outcomes: (maximum of 5 statements)

On successful completion of this module the student will be able to:

L1. Demonstrate knowledge and understanding of the design and usability issues involved in delivering content to a variety of platforms.

L2. Evaluate interface designs for particular target platforms and applications.

L3. Develop a functional interactive design for a specific purpose using appropriate technologies.

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 Level 7. Understanding the main issues and constraints affecting interaction design across a range of platforms. Awareness of the cognitive processes which affect human perception of multimedia content.
Practice: Applied Knowledge and Understanding	SCQF Level 7. Production and implementation of designs for simple interactive applications that embody appropriate design principles. Planning and design of a complex interactive interface according to a supplied brief.
Generic Cognitive skills	SCQF Level 7. Critical assessment of examples of interaction design, identifying features characteristic of good and bad design. Development of a range of possible solutions for interaction design problems. Assessing the suitability of potential solutions to an interaction design problem.
Communication, ICT and Numeracy Skills	SCQF Level 7. Production of clearly written and structured reports documenting work carried out. Use of information technology applications to research and present material in an effective manner.
Autonomy, Accountability and Working with others	SCQF Level 7.

	Exercise initiative and independence in carrying out a substantial design task according to a specified brief.

Pre-requisites:	Before undertaking this module the student should have undertaken the following:	
	Module Code:	Module Title:
	Other:	
Co-requisites	Module Code:	Module Title:

* Indicates that module descriptor is not published.

Learning and Teaching

The module will be delivered through a combination of lectures, which will develop the theoretical underpinning for the module content, and lab exercises and workshops which will enable the students to develop the appropriate practical and analytical skills. Lectures will cover key concepts relating to the design and production of interactive systems, as well as looking at the wider context in which such development may take place. Topics covered include usability, functional and graphical design, and the constraints and opportunities afforded by new technologies. In the lab, practical exercises will equip the students with the core software skills required to implement a basic interactive system. Workshops will be used to develop the students' analytical and design skills, and will contribute material to the module assessment.

Learning Activities During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	**Student Learning Hours** (Normally totalling 200 hours): (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture/Core Content Delivery	20
Laboratory/Practical Demonstration/Workshop	28
Independent Study	152
	200 Hours Total

**Indicative Resources: (eg. Core text, journals, internet access)

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

Students will require access to computing facilities and software suitable for the practical tasks (e.g. PowerPoint). Use of the Internet for research purposes will be an essential element of the coursework.

Design for Interaction course materials, University of the West of Scotland.

(**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)

Engagement Requirements

In line with the Academic Engagement Procedure, Students are defined as academically engaged if they are regularly engaged with timetabled teaching sessions, course-related learning resources including those in the Library and on the relevant learning platform, and complete assessments and submit these on time. Please refer to the Academic Engagement Procedure at the following link: Academic engagement procedure

Supplemental Information

Programme Board	Computing
Assessment Results (Pass/Fail)	No
Subject Panel	Business & Applied Computing
Moderator	Tony Gurney
External Examiner	R Khusainov
Accreditation Details	This module is accredited by BCS as part of a number of specified programmes.
Changes/Version Number	2.11 Amended module delivery method. Amended student learning hours.

Assessment: (also refer to Assessment Outcomes Grids below)

Coursework (100%)

(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 Handbook.)

Assessment Outcome Grids (Footnote A.)

Component 1

Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Weighting (%) of Assessment Element	Timetabled Contact Hours
Report of practical/ field/ clinical work	✓	✓	✓	100	0
Combined Total For All Components				100%	0 hours

Footnotes
A. Referred to within Assessment Section above
B. Identified in the Learning Outcome Section above

Note(s):
1. More than one assessment method can be used to assess individual learning outcomes.
2. Schools are responsible for determining student contact hours. Please refer to University Policy on contact hours (extract contained within section 10 of the Module Descriptor guidance note).
   This will normally be variable across Schools, dependent on Programmes &/or Professional requirements.

Equality and Diversity

The University policies on equality and diversity will apply to this module: the content and assessment are based on the ability to communicate in English but are otherwise culture-neutral.This module is almost entirely computer based and students must be proficient computer users within a windows, icons and mouse pointer environment with the use of suitable aids where required.When a student discloses additional support requirements an Enabling Support Advisor will agree the appropriate adjustments to be made, consulting with the module coordinator if necessary.
UWS Equality and Diversity Policy

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