Aston University

LEARNING AND TEACHING COMMITTEE

Module Specification

School and Subject Group		EAS / Computer Science	
Module Code		CS4650	
Module Title		Interaction Design	
Module Type		Taught	
Module Replaces (where appropriate)		n/a	
Date of introduction of new module		October 2011 (at 15 credits, a 10 credit module existed 2006-2009)	
Level		7	Credit Value 15
Programme(s) in which module is available		MSc Software Engineering	
Involvement of Other Schools		None	
Resource Split		n/a	
Name of Module Co-ordinator		Dr Jo Lumsden	
Related Modules	Pre-requisites		
	Co-requisites		
	Prohibited Combinations		
	Minimum and Maximum Intake Sizes		

Aims of the Module

For students to:
(1) have a clear foundational understanding of user interface design principles;
(2) be able to practically apply different design techniques to achieve effective user interface designs;
(3) be able to practically and effectively design user interface components and effectively incorporate design patterns in their user interface designs; and
(4) be able to sympathetically design for universal access and user support.

The coursework of this module will be developed in Adobe Flash CS5 and ActionScript 3.0 – a basic overview of which will be provided, but there is an expectation that students will self‐learn these technologies to achieve proficiency suitable to the coursework assignment.

Summary of Content

- Design techniques and design principles
- Designing interface components
- Designing for different senses
- Design patterns
- Universal design
- User support

Summary of Methods and Frequency of Teaching

20 x 1 hour lectures
10 x 1 hour lab/tutorial sessions

Summary of Methods of Assessment and Feedback, including Formative Feedback

Coursework 100% ** subject to approval by Computer Science Programme Committee /coursework model to be defined **

In-module feedback will be provided through tutorial discussions.

Module Outcomes – what the student should gain from successful completion of the module:	Learning and Teaching and Assessment Strategies to enable outcomes to be achieved and demonstrated

	Learning and Teaching Methods	Assessment Methods
Knowledge and Understanding Concept and application of interaction Characteristic features of interaction design Key issues in designing and developing an interactive system The potential for developing interaction design in all types of real - world systems	Lectures, lab/tutorial discussion, practical work	Coursework
Intellectual Skills Ability to review and design appropriate systems to encourage and develop effective interaction Capability to expand own knowledge on basis of core information	Lectures, lab exercises, practical work	Coursework submission, reflective report on practical work, presentation/viva
Professional/Subject Specific Skills Capability with relevant design methods Ability to design standard interaction components and compose components into effective interactive user interface designs	Lectures, practical work	Coursework submission, reflective report on practical work
Transferable Skills Enhanced skills in reporting and evaluating practical work Communication skills Critical/analytical skills Empathy with users Capability to self - learn new development technologies	Practical work	Reflective report on practical work, presentation/viva

Please provide either or both of:

(i) Introductory Learning Resources		
(ii) Core Texts		Heim, S., (2007), The Resonant Interface: HCI Foundations for Interaction Design, Addison Wesley. □ ** Adobe® Flash® CS5 Professional Classroom in a Book®. □ *, ** ActionScript® 3.0 for Adobe® Flash® CS5 Classroom in a Book®. *, ** □ * = e - Book; • **= available in library

Reading Lists	Sharp, H., Rogers, Y., & Preece, J., (2006/2009), Interaction Design: Beyond Human‐Computer Interaction (2nd Ed.), John Wiley & Sons Ltd. ・ Dix, A., Finlay, J., Abowd, G.D., & Beale, R., (2004), Human‐Computer Interaction (3rd Ed.), Pearson‐Prentice Hall. Leventhal, L., & Barnes, J., (2008), Usability Engineering: Process, Products, and Examples, Pearson‐Prentice Hall. Tidwell, J., (2005), Designing Interfaces, O'Reilly Media Inc.

Specification completed by:	Dr Jo Lumsden
Date	14.02.2011
Date module approved by Learning and Teaching Committee(s)	
Date module approved by School Board(s)	