

<b>Module Title</b> <b>User Centred Design</b>  <b>Keywords</b> User, Requirements, Design Culture, Design Language, Design Practice	Reference CM3026 SCQF Level SCQF 9 SCQF Points 15 ECTS Points 7.5 Created April 2008 Approved August 2008 Amended September 2012 Version No. 2
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## This Version is No Longer Current

The latest version of this module is available [here](#)

### Prerequisites for Module

Successful completion of Stage 2 or equivalent.

### Corequisite Modules

None.

### Precluded Modules

None.

### Aims of Module

To provide the student with the knowledge and skills needed to analyse users' requirements in relation to current design practice and in the context of contemporary culture, and apply this understanding to the development of appropriate

### Mode of Delivery

Key concepts are introduced and illustrated through the medium of lectures and seminars, with allotted time for private study and personal research and further reading. A main emphasis of the course is student participation in seminars, with presentation of coursework to a specified target audience. Visits from professionals in the field, visits to exhibitions or attendance at visiting guest lectures, and reading of recommended publications may all form part of the curriculum.

### Assessment Plan

	Learning Outcomes Assessed
Component 1	1,2,3,4

design materials.

## **Learning Outcomes for Module**

On completion of this module, students are expected to be able to:

- 1.Examine, analyse and explain the relationship between user requirements, design culture and contemporary design language.
- 2.Examine, analyse and explain the relationship between user requirements and design practice.
- 3.Use a variety of media for research and information retrieval within a design context.
- 4.Develop appropriate design materials, taking into consideration user requirements, design culture and contemporary design language.

## **Indicative Module Content**

Human factors and user requirements, design culture and technology, historical context in design, contemporary cultural context in design, social, political and economic factors, current professional practice in design.

## **Indicative Student Workload**

## **Component 1 - Coursework**

### **Indicative Bibliography**

- 1.NORMAN, D. 2013. The Design of Everyday Things, revised and expanded edition. The MIT Press.
- 2.KRUG, S. 2013. Don't Make Me Think: A Common Sense Approach to Web Usability. New Riders.
- 3.SHNEIDERMAN, B; PLAISANT, C.; COHEN, M; JACOBS, S., 2013. Designing the User Interface: Strategies for Effective Human-Computer Interaction. Pearson.
- 4.COOPER, R., 2007. Design for Inclusivity: A Practical Guide to Accessible, Innovative and User-Centred Design. Gower.

<i>Contact Hours</i>	Full Time
Assessment	16
Lectures	8
Seminars	12
Tutorials	12

*Directed Study*

Directed Reading	48
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*Private Study*

Private Study	54
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