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MODULE DESCRIPTOR

Module Title

User Centred Design

Reference	CM3114	Version	3
Created	December 2020	SCQF Level	SCQF 9
Approved	August 2017	SCQF Points	15
Amended	March 2021	ECTS Points	7.5

Aims of Module

To provide the student with the knowledge and skills needed to analyse users' interaction requirements in technological systems, and be able to design and evaluate for issues of general usability, sociological accessibility, and physical accessibility.

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, user centred design, and contemporary technology.
2	Examine, analyse and explain the relationship between user requirements and design practice.
3	Make use of a wide variety of academic and technical literature to outline compensatory strategies for issues of physical and sociological accessibility.
4	Develop appropriate design materials; taking into consideration user requirements, user centred design, and issues of accessibility.

Indicative Module Content

Human factors and user requirements, design culture and technology, user centred design, accessibility and compensatory strategies, social, political and economic factors, current professional practice in design.

Module Delivery

Key concepts are introduced and illustrated through the medium of lectures and practical labs, with allotted time for private study and personal research and further reading. A main emphasis of the course is student consideration of real-life user considerations, with presentation of coursework to a specified target audience.

Indicative Student Workload

	Full Time	Part Time
Contact Hours	36	N/A
Non-Contact Hours	114	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	N/A
Actual Placement hours for professional, statutory or regulatory body		

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

Type:	Coursework	Weighting:	100%	Outcomes Assessed:	1, 2, 3, 4
Description:	This coursework involves students using UCD techniques to design a real application.				

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

The calculation of the overall grade for this module is based on 100% weighing of C1. An overall minimum grade D is required to pass the module.

Module Grade	Minimum Requirements to achieve Module Grade:
A	The student needs to achieve an A in C1.
B	The student needs to achieve an B in C1.
C	The student needs to achieve an C in C1.
D	The student needs to achieve an D in C1.
E	The student needs to achieve an E in C1.
F	The student needs to achieve an F in C1.
NS	Non-submission of work by published deadline or non-attendance for examination

Module Requirements

Prerequisites for Module	None.
Corequisites for module	None.
Precluded Modules	None.

INDICATIVE BIBLIOGRAPHY

1	NORMAN, D., 2013. The Design of Everyday Things, revised and expanded edition. MIT Press.
2	KRUG, S., 2013. Don?t Make Me Think: A Common Sense Approach to Web Usability. New Riders.
3	SHNEIDERMAN, B. et al., 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.
5	COLEMAN, B. and GOODWIN, D., 2017. Designing UX: Prototyping: Because Modern Design is Never Static. Sitepoint.