

<b>Module Title:</b>	Interaction Design
<b>Language of Instruction:</b>	English
<b>Credits:</b>	5
<b>NFQ Level:</b>	6
<b>Module Delivered In</b>	<a href="#">3 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	This module will be delivered using lectures and continuous assessment consisting of student research and the development of practical solutions to existing problems.
<b>Module Aim:</b>	To provide the student with the ability to design interactions and interfaces to meet the needs of users
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Identify needs and requirements of specific users of software products
LO2	Create prototype UIs suitable for evaluation
LO3	Use a user centered approach to evaluate and refine a UI
<b>Pre-requisite learning</b>	
<b>Module Recommendations</b> <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
<b>Incompatible Modules</b> <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
<b>Co-requisite Modules</b>	
No Co-requisite modules listed	
<b>Requirements</b> <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

**Module Content & Assessment**
**Indicative Content**
**Interface and Interaction Design Methodologies**

User involvement; Empirical approach; Predictive modelling approach, need finding. Principles, guidelines and standards,

**Prototyping tools:**

paper prototypes, digital tools, HTML, CSS

**Usability testing**

Role of evaluation, Observation, structured usability tests, refinement

Assessment Breakdown	%
Continuous Assessment	30.00%
Project	30.00%
Practical	40.00%

**Continuous Assessment**

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Examination	evaluate knowledge and understanding of principles of user centered design and need finding	1,3	15.00	n/a
Examination	evaluate knowledge and understanding of principles of prototyping and usability testing	2,3	15.00	n/a

**Project**

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Iteratively design and develop a prototype interface based on user needs and usability testing	1,2,3	30.00	n/a

**Practical**

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	A series of lab sessions supported by worksheets to gain skills in prototyping tools, need finding and evaluation	1,2,3	40.00	Every Week

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

**Module Workload**

<b>Workload: Full Time</b>		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Lecture	12 Weeks per Stage	2.00
Laboratory	12 Weeks per Stage	2.00
Independent Learning	15 Weeks per Stage	5.13
Total Hours		125.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_KCCGD_B	<a href="#">Bachelor of Science (Honours) in Computer Games Development</a>	2	Mandatory
CW_KCIAD_B	<a href="#">Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design</a>	2	Mandatory
CW_KCIAD_D	<a href="#">Bachelor of Science in Computing in Interactive Digital Art and Design</a>	2	Mandatory

<b>Discussion Note:</b>	TEST
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