

Module Title:	User Interface Prototyping
Language of Instruction:	English
Credits:	10
NFQ Level:	6
Module Delivered In	No Programmes
Teaching & Learning Strategies:	The traditional lecture will be augmented with classroom based exercises to copper-fasten their understanding and skills.
Module Aim:	To enable the learner to design, evaluate and run prototypes of user systems.
Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	LO1: To design and implement a prototype.
LO2	LO2: Apply appropriate design patterns in user interfaces.
LO3	LO3: Facilitate the running of an evaluation session using a prototype.
LO4	LO4: Identify and use the appropriate tools for creating a prototype.
Pre-requisite learning	
Module Recommendations	
<i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
Incompatible Modules	
<i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
Co-requisite Modules	
No Co-requisite modules listed	
Requirements	
<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				
Design Patterns UI Design patterns and anti patterns				
Software Prototype web services, local software				
Paper Prototype construction materials and techniques, other non digital /mixed materials apart from paper				
Scenarios Defining, scoping, expectations				
Demonstrations & Evaluations Construction, purpose, running, data collection, simple analysis				
Target Environment & Devices Physical properties, available controls, existing practices / guidelines emulators				

Assessment Breakdown		%
Continuous Assessment		25.00%
Project		50.00%
Practical		25.00%

Continuous Assessment				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Class tests: Closed book multiple choice tests with negative marking.	1,2,3	25.00	n/a

Project				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Project 1 (eg. address book) Paper prototypes implementing multiple scenarios and simple questionnaire.	1,2,3	20.00	Week 14
Project	project 2 (e.g. Navigation system) Paper prototypes implementing multiple proposals. Software prototype , Pilot test, multi user evaluation with data collection and de-briefing	1,2,3,4	10.00	Week 22
Project	Joint project Paper prototypes implementing multiple proposals. Multi user evaluation with de-briefing.	1,2,4	20.00	Week 26

Practical				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Lab exercises, completed within the lab or accross multiple labs and assessed by Lecturer in the lab.	1,2,3	25.00	n/a

No End of Module Formal Examination				
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SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Lecture	Every Week	1.00
Laboratory	Every Week	1.00
Laboratory	Every Week	2.00
Independent Learning	Every Week	3.00
Total Hours		7.00

Discussion Note:	TEST
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