

<b>Module Title:</b>	UI Design
<b>Language of Instruction:</b>	English
<b>Credits:</b>	10
<b>NFQ Level:</b>	7
<b>Module Delivered In</b>	No Programmes
<b>Teaching &amp; Learning Strategies:</b>	Lectures, Studio base projects, tutorials and Case studies. Module will be delivered in a studio based environment with lectures, projects and practical work running simultaneously.
<b>Module Aim:</b>	The module will enhance the students skills in the design process and develop skills in User Interface Design and the User Experience. The students will develop skills in the collaborative team work approach to problem solving.

Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Demonstrate a knowledge of UI design, and identify of the role UI in the screen design and development process.
LO2	Develop an applied understanding of UI element design, and demonstrate the technical abilities in UI content creation.
LO3	Plan, design and produce wireframe and prototype applications. Develop concept iterations through user centred testing.
LO4	Demonstrate an ability to work through a user centred design process, and apply design principles throughout this process.
LO5	Work in a collaborative approach as part of a team.

Pre-requisite learning
<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**

**UI Design**

Understand the process of UI design. Using prototype methods to create UI interfaces. Creating a digital 2d version complete with design spec and all necessary information. Create all UI elements needed for the development and deployment of the interface.

**Content Creation**

Create realistic and effective digitally formatted assets for use in a UI screen environment. Understanding the different restrictions and presets necessary in various screen environments.

**Emerging Technologies**

Introduction to UI principles for emerging technologies.

**UX Fundamentals**

Designing interfaces and understanding the fundamentals of UX design. Defining the end user and apply a user centred product development cycle. Implement various stage of the design process collaboratively and individually.

**Assessment Breakdown**

**%**

Project

100.00%

No Continuous Assessment

**Project**

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ notebook/ sketchbook. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3,4,5	100.00	End-of-Semester

No Practical

No End of Module Formal Examination

No Continuous Assessment

**Project**

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ notebook/ sketchbook. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3,4,5	100.00	End-of-Semester

No Practical

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	Every Week	3.00
Total Hours		3.00

