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| <b>Module Title:</b>  | Emergent Human Computer Interaction   |
| <b>Language of Instruction:</b>   | English   |
| <b>Credits:</b>   | 5   |
| <b>NFQ Level:</b>   | 8   |
| <b>Module Delivered In</b>  | <a href="#">1 programme(s)</a>  |
| <b>Teaching &amp; Learning Strategies:</b>  | Learners will develop knowledge, understanding and practical skills primarily through labs and workshops with supporting lectures where appropriate. Delivery of technical content will promote discovery learning, where hands-on practical workshops will be utilised to enable learners to apply knowledge and skills, supported by an instructor led, peer learning environment |
| <b>Module Aim:</b>  | The primary aim of this module is to enable the learner to advance their knowledge in an array of tools and applications that are available to UX/UI designers within the sphere of computing and digital media design  |
| <b>Learning Outcomes</b>  |   |
| <i>On successful completion of this module the learner should be able to:</i>                                       |   |
| LO1   | Critically appraise a range of emerging and industry standard UX/UI tools and applications  |
| LO2   | Evaluate and implement appropriate data visualisation in a given domain (e.g. Games/Healthcare/Financial/IoT)   |
| LO3   | Summarise and critically reflect on emerging tools and techniques within UX for virtual, augmented and mixed reality  |
| <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  |
|---|
| <b>UX/UI and Prototyping</b><br>Application of industry standard tools and emerging applications for prototyping. Evaluations of prototyping tools for UX/UI design   |
| <b>Workflow and Storyboarding</b><br>Application of support and design tools to aid workflow and storyboarding. Creative tools platforms, use of mind maps, graph software and support tools for interactive fiction      |
| <b>Tools and Plugins</b><br>Use of tools/plugins to incorporate separate modules into a single project. Utility tools that run across all applications in your pipeline or building bespoke tools                         |
| <b>Data Visualisation Theory</b><br>Why use data visualisation, presenting data visually to users and stakeholders to aid the design process and to inform the user experience. Static and interactive data visualisation |
| <b>Data Visualisation in Practice</b><br>Tools for data visualisation in a range of contexts (gaming, mobile, IoT, financial, healthcare). Telling stories with data, data driven prototyping                             |
| <b>Cutting Edge UX</b><br>Explore topics in relation UX such as AI, augmented/virtual/mixed reality, IoT, machine learning, gamification, pervasive computing, voice interfaces and wearable technology                   |
| <b>Accessibility</b><br>Incorporate assistive technology, smart technology and universal design in a creative fashion to enable accessibility for all.  |

| Assessment Breakdown | %      |
|----------------------|--------|
| Project              | 60.00% |
| Practical            | 40.00% |

No Continuous Assessment

| Project         |   |                   |            |                 |
|-----------------|---|-------------------|------------|-----------------|
| Assessment Type | Assessment Description  | Outcome addressed | % of total | Assessment Date |
| Project         | Delivery of a cumulative project which displays the learners ability to research, utilise and successfully incorporate UX/UI tools/apps and plugins into a single project. The project includes a series of weighted milestones where identified components must be implemented in a meaningful fashion. The project can be standalone or incorporate and build on material from other modules. | 1,2,3             | 60.00      | n/a             |

| Practical                   |  |                   |            |                 |
|-----------------------------|--|-------------------|------------|-----------------|
| Assessment Type             | Assessment Description   | Outcome addressed | % of total | Assessment Date |
| Practical/Skills Evaluation | Practicals to display learners ability to research, utilise and successfully incorporate UX/UI tools/apps and plugins. | 1,2,3             | 40.00      | n/a             |

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> |
| Laboratory                 | 12 Weeks per Stage | 2.00                                   |
| Tutorial                   | 12 Weeks per Stage | 1.00                                   |
| Lecture                    | 12 Weeks per Stage | 1.00                                   |
| Independent Learning       | 15 Weeks per Stage | 5.13                                   |
| Total Hours                |                    | 125.00                                 |

**Module Delivered In**

| Programme Code | Programme  | Semester | Delivery  |
|----------------|--|----------|-----------|
| CW_KCIAD_B     | <a href="#">Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design</a> | 8        | Mandatory |