

COAC: User Interface Prototyping

Module Title:		User Interface Prototyping		
Language of Instruction:		English		
0				
Credits:	5			
NFQ Level:	6			
Module De	livered In	2 programme(s)		
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 C	outcomes			
On success	sful completion of t	his module the learner should be able to:		
LO1	LO1: To design	Fo design and implement a prototype.		
LO2	LO2: Facilitate	2: Facilitate the running of an evaluation session using a prototype.		
LO3	LO3: Identify ar	LO3: Identify and use the appropriate tools for creating a prototype.		
Pre-requis	ite learning			
	commendations r learning (or a pra	ctical skill) that is recommended before enrolment in this module.		
No recommendations listed				
	ble Modules modules which hav	e learning outcomes that are too similar to the learning outcomes of this module.		
No incompa	atible modules liste	ed		
Co-requisi	te Modules			
No Co-requ	iisite modules liste	d		
Requireme This is prior		ctical skill) that is mandatory before enrolment in this module is allowed.		
No requirer	nents listed			



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Module Content & Assessment

Indicative Con	tent				
Design Pattern UI Design patte	s rns and anti patterns				
Software Prototype web s	services, local software				
Paper Prototype const	ruction materials and techniques, other non digital /mixed materials apart f	rom paper			
Scenarios Defining, scopir	ig, expectations				
	s & Evaluations urpose, running, data collection, simple analysis				
	ment & Devices ties, available controls, existing practices / guidelines emulators				
Assessment B	reakdown		%		
Continuous Ass	essment	40.00%			
Project 60.00%					
Continuous As	sessment				
Assessment Type	Assessment Description	Outcome addressed	% of total		Assessment Date
Case Studies	Lab exercises, completed within the lab or accross multiple labs and assessed by Lecturer in the lab.	1,2	40.		n/a

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
	Paper prototypes implementing multiple scenarios and simple questionaire.	1,2	30.00	Week 9
	Software prototype , Pilot test, multi user evaluation with data collection and de-briefing	1,2,3	30.00	Week 13

No Practical

No End of Module Formal Examination

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



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Module Workload

Workload: Full Time				
Workload Type	Frequency	Average Weekly Learner Workload		
Lecture	12 Weeks per Stage	1.00		
Practicals	12 Weeks per Stage	2.00		
Estimated Learner Hours	15 Weeks per Stage	5.93		
	Total Hours	125.00		

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KCIAD_B	Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design	4	Mandatory
CW_KCIAD_D	Bachelor of Science in Computing in Interactive Digital Art and Design	4	Mandatory