ZDSN H2203: User Interface Prototyping

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	
On successful completion of this module the learner should be able to:	
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 *This is prior learning (or a practical skill) that is recommended before enrolment in this module.*
No recommendations listed
Incompatible Modules *These are modules which have learning outcomes that are too similar to the learning outcomes of this module.*
No incompatible modules listed
Co-requisite Modules
No Co-requisite modules listed
Requirements *This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.*
No requirements listed

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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 questionaire.	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

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	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