COACB: Emergent Human Computer Interaction

Module Title:	Emergent Human Computer Interaction
Language of Instruction:	English

Credits:	5

NFQ Level:	8

Module Delivered In	1 programme(s)

Teaching & Learning Strategies:	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

Module Aim:	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

Learning Outcomes	
On successful completion of this module the learner should be able to:	
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

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
UX/UI and Prototyping Application of industry standard tools and emerging applications for prototyping. Evaluations of prototyping tools for UX/UI design
Workflow and Storyboarding 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
Tools and Plugins 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
Data Visualisation Theory 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
Data Visualisation in Practice Tools for data visualisation in a range of contexts (gaming, mobile, IoT, financial, healthcare). Telling stories with data, data driven prototyping
Cutting Edge UX Explore topics in relation UX such as AI, augmented/virtual/mixed reality, IoT, machine learning, gamification, pervasive computing, voice interfaces and wearable technology
Accessibility 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

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Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
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	Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design	8	Mandatory