Module Title:	Interaction Design
Language of Instruction:	English

Credits:	5

NFQ Level:	6

Module Delivered In	[3 programme(s)](#)

Teaching & Learning Strategies:	This module will be delivered using lectures and continuous assessment consisting of student research and the development of practical solutions to existing problems.

Module Aim:	To provide the student with the ability to design interactions and interfaces to meet the needs of users

Learning Outcomes	
On successful completion of this module the learner should be able to:	
LO1	Identify needs and requirements of specific users of software products
LO2	Create prototype UIs suitable for evaluation
LO3	Use a user centered approach to evaluate and refine a UI

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

Module Content & Assessment

Indicative Content
Interface and Interaction Design Methodologies User involvement; Empirical approach; Predictive modelling approach, need finding. Principles, guidelines and standards,
Prototyping tools: paper prototypes, digital tools, HTML, CSS
Usability testing Role of evaluation, Observation, structured usability tests, refinement

Assessment Breakdown	%
Continuous Assessment	30.00%
Project	30.00%
Practical	40.00%

Continuous Assessment				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Examination	evaluate knowledge and understanding of principles of user centered design and need finding	1,3	15.00	n/a
Examination	evaluate knowledge and understanding of principles of prototyping and usability testing	2,3	15.00	n/a

Project				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Iteratively design and develop a prototype interface based on user needs and usability testing	1,2,3	30.00	n/a

Practical				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	A series of lab sessions supported by worksheets to gain skills in prototyping tools, need finding and evaluation	1,2,3	40.00	Every Week

No End of Module Formal Examination

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

Module Workload

Workload: Full Time

Workload Type	Frequency	Average Weekly Learner Workload
Lecture	12 Weeks per Stage	2.00
Laboratory	12 Weeks per Stage	2.00
Independent Learning	15 Weeks per Stage	5.13
	Total Hours	125.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KCCGD_B	[Bachelor of Science (Honours) in Computer Games Development](#)	2	Mandatory
CW_KCIAD_B	[Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design](#)	2	Mandatory
CW_KCIAD_D	[Bachelor of Science in Computing in Interactive Digital Art and Design](#)	2	Mandatory

Discussion Note:	TEST

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KCCGD_B	[Bachelor of Science (Honours) in Computer Games Development](#)		
CW_KCIAD_B	[Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design](#)		