COAC: User Interface Prototyping

Module Title:	User Interface Prototyping
Language of Instruction:	English

Credits:	5

NFQ Level:	6

Module Delivered 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 Outcomes	
On successful completion of this module the learner should be able to:	
LO1	LO1: To design and implement a prototype.
LO2	LO2: Facilitate the running of an evaluation session using a prototype.
LO3	LO3: 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	40.00%
Project	60.00%

Continuous Assessment				
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	40.00	n/a

Project				
Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Project	Paper prototypes implementing multiple scenarios and simple questionaire.	1,2	30.00	Week 9
Project	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