F20AD Advanced Interaction Design

COURSE DETAILS
Course Code: F20AD
Full Course Title: Advanced Interaction Design
SCQF Level: 10
SCAF Credits: 15
Available as Elective: No

DELIVERY LEVEL
Undergraduate: Yes
Postgraduate Taught: Yes
Postgraduate Research: No

Additional Information:

COURSE AIMS

The course aims to give students the opportunity to develop:

- A detailed and critical knowledge of requirements gathering, design and evaluation techniques in interaction design.
- An awareness of current research and emerging issues in the field of interaction design.
- A range of specialised skills, and research methods involved in working with users.

LEARNING OUTCOMES – SUBJECT MASTERY

Students will develop skills in the following areas:

- Review, analyse, and evaluate previous research projects in the field of interaction design.
- Propose solutions in response to analysis of users’ requirements.
- Make informed judgements about appropriate methodologies for developing and evaluating technologies suitable for user demographics and background experience.

LEARNING OUTCOMES – PERSONAL ABILITIES
F20AD Advanced Interaction Design

- Present, analyse and interpret numerical and graphical data gathered as part of evaluation studies.
- Communicate effectively to knowledgeable audiences by preparing formal and informal presentations and written reports.
- Develop an awareness of professional and ethical issues including working with human subjects and wider issues relating to technology in society.

- Exercise autonomy and initiative by planning and managing their own work; develop strategies for independently solving problems and taking the initiative.
- Take responsibility for their own and other's work by contributing effectively and conscientiously to the work of a group, actively maintaining good working relationships with group members, and leading the direction of the group where appropriate.
- Reflect on roles and responsibilities by critically reflecting on their own and others' roles and responsibilities.

- Use discipline appropriate software for data analysis, prototyping and learning.

SYLLABUS

Current and emerging topics in Interaction Design including: user demographics, patterns in technology adoption, interaction design lifecycles, user interface design patterns, prototyping methods, a range of qualitative and quantitative data gathering and analysis techniques, accessibility, and a range of research case studies covering issues in the field.

Note on pre-requisites:-

Pre-requisite for this course is F28IN Interaction Design or equivalent.

COURSE RELATIONSHIPS

<table>
<thead>
<tr>
<th>Course Code</th>
<th>Level</th>
<th>Title</th>
<th>School</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>F28IN</td>
<td>8</td>
<td>Interaction Design</td>
<td>School of Math and Comp Sci.</td>
<td>Pre-Requisite</td>
</tr>
<tr>
<td>F28ED</td>
<td>8</td>
<td>User-Centred Experimental Design</td>
<td>School of Math and Comp Sci.</td>
<td>Pre-Requisite</td>
</tr>
</tbody>
</table>

LOCATION AND ASSESSMENT METHODS

<table>
<thead>
<tr>
<th>Edi</th>
<th>SBC</th>
<th>Ork</th>
<th>Dub</th>
<th>Malay</th>
<th>IDL</th>
<th>COLL</th>
<th>ALP</th>
<th>OTH</th>
<th>Method</th>
<th>Weight</th>
<th>Exam Mins</th>
<th>Type</th>
<th>Diet</th>
<th>Synoptic Course</th>
</tr>
</thead>
<tbody>
<tr>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Examination</td>
<td>50</td>
<td>120</td>
<td>Assessment</td>
<td>Semester 2</td>
<td></td>
</tr>
<tr>
<td>Y</td>
<td>Y</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Coursework</td>
<td>50</td>
<td>120</td>
<td>Assessment</td>
<td>Semester 2</td>
<td></td>
</tr>
<tr>
<td>Y</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Examination</td>
<td>100</td>
<td>120</td>
<td>Reassessment</td>
<td>Semester 3</td>
<td></td>
</tr>
</tbody>
</table>

Re-assessment is only available for postgraduate students.