### COURSE DETAILS

**Course Code:** F21AD  
**Full Course Title:** Advanced Interaction Design  
**SCQF Level:** 11  
**SCAF Credits:** 15  
**Available as Elective:** No

### DELIVERY LEVEL

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<th>Undergraduate:</th>
<th>Yes</th>
<th>Postgraduate Taught:</th>
<th>Yes</th>
<th>Postgraduate Research:</th>
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**Additional Information:**

### COURSE AIMS

The course aims to give students the opportunity to develop:

- An extensive, 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, critically analyse, evaluate, and synthesise of previous research projects in the field of interaction design.
- Identify and propose innovative 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

Students will develop skills in the following areas:

- Use discipline appropriate software for data analysis, prototyping and learning.
- 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.
- 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.
- Deal with complex professional and ethical issues including working with human subjects and wider issues relating to technology in society.
F21AD Advanced Interaction Design

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 wide range of qualitative and quantitative data gathering and analysis techniques, accessibility, and a range of research case studies covering cutting edge issues in the field.

COURSE RELATIONSHIPS

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<tr>
<th>Course Code</th>
<th>Level</th>
<th>Title</th>
<th>School</th>
<th>Type</th>
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<td>8</td>
<td>Interaction Design</td>
<td>School of Math and Comp Sci.</td>
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LOCATION AND ASSESSMENT METHODS

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