Interaction Design (COMP0021)

Description

Aims:
The module covers advanced topics in interaction design, informed by current research topics in human-computer interaction and interaction design. A central theme is how to design technologies to meet people’s needs.

Learning outcomes:
On successful completion of the module, a student will be able to:
1. have knowledge and understanding of research topics in interaction design;
2. have knowledge and understanding of methods used in interaction design;
3. reflect critically on the appropriateness of different interaction design methods;
4. conduct basic user research;
5. design, prototype and evaluate a novel ubiquitous computing technology; And will have developed transferrable skills:
6. information gathering and organising skills;
7. argumentation skills and the ability to synthesis information from multiple sources;
8. written presentation skills.

Content:
The module is separated into three related streams:
Methods (weekly): This series of e-lectures will introduce students to core interaction design methods, including approaches to conducting user research and designing, prototyping and evaluating user centred systems and technologies. Workshops (weekly): These more practical sessions will give students an opportunity to reflect on how to put interaction design methods into practice and to discuss ideas and issues with each other and with the teaching faculty. They will link closely to the coursework. Topics (weekly): This series of lectures will involve guest lecturers and will introduce students to current and key historical work in interaction design. Focus will be on approaches to understanding the domains where these

Key information

Year 2019/20
Credit value 15 (150 study hours)
Delivery UG L6, Campus-based
Reading List View on UCL website
Tutor Dr Chris Evans
Term Term 2
Timetable View on UCL website

Assessment

- Written examination (departmentally managed): 50%
- Coursework: 50%

Find out more

For more information about the department, programmes, relevant open days and to browse other modules, visit ucl.ac.uk

Disclaimer: All information correct as of June 2019. Please note that aspects of the module may be subject to change. UCL will make best efforts to inform applicants of major changes.
technologies are used, prototyping and approaches to evaluation.

**Requisites:**
In order to be eligible to select this module, a student must be registered on a programme for which it is a formally-approved option or elective choice AND must have:
- passed BSc/MEng Computer Science (Years 1 and 2); or
- passed BSc Information Management (Years 1 and 2); or
- have some prior knowledge of HCI or interaction design.
Interaction Design (COMP0021)

Description

Aims:
The module covers advanced topics in interaction design, informed by current research topics in human-computer interaction and interaction design. A central theme is how to design technologies to meet people’s needs.

Learning outcomes:
On successful completion of the module, a student will be able to:
1. have knowledge and understanding of research topics in interaction design;
2. have knowledge and understanding of methods used in interaction design;
3. reflect critically on the appropriateness of different interaction design methods;
4. conduct basic user research;
5. design, prototype and evaluate a novel ubiquitous computing technology; And will have developed transferrable skills:
6. information gathering and organising skills;
7. argumentation skills and the ability to synthesis information from multiple sources;
8. written presentation skills.

Content:
The module is separated into three related streams:
Methods (weekly): This series of e-lectures will introduce students to core interaction design methods, including approaches to conducting user research and designing, prototyping and evaluating user centred systems and technologies. Workshops (weekly): These more practical sessions will give students an opportunity to reflect on how to put interaction design methods into practice and to discuss ideas and issues with each other and with the teaching faculty. They will link closely to the coursework. Topics (weekly): This series of lectures will involve guest lecturers and will introduce students to current and key historical work in interaction design. Focus will be on approaches to understanding the domains where these

Key information

Year 2019/20
Credit value 15 (150 study hours)
Delivery PGT L7, Campus-based
Reading List View on UCL website
Tutor Dr Chris Evans
Term Term 2
Timetable View on UCL website

Assessment

- Written examination (departmentally managed): 50%
- Coursework: 50%

Find out more

For more information about the department, programmes, relevant open days and to browse other modules, visit ucl.ac.uk

Disclaimer: All information correct as of June 2019. Please note that aspects of the module may be subject to change. UCL will make best efforts to inform applicants of major changes.
technologies are used, prototyping and approaches to evaluation.

Requisites:
In order to be eligible to select this module, a student must be registered on a programme for which it is a formally-approved option or elective choice AND must have:
- passed BSc/MEng Computer Science (Years 1 and 2); or
- passed BSc Information Management (Years 1 and 2); or
- have some prior knowledge of HCI or interaction design.