



Unit Title	Interface, Interaction, Identity
FHEQ Level	Level 5
Unit Code	USE18202
Credit Value	15
Unit Type	Subject

Learning Hours			
Staff – Student Contact Hours		Independent Study Hours	
Classes	37.5	Independent Study	35
Supervised access to resources		Preparation for Assessment	50
		Unsupervised Access to Resources	27.5
Total			150

Unit Description

This unit introduces UI principles and interaction design, and is a synthesis of previously gained skills in *Code, Figures, and Visuals* and *Design, Systems, and Process* units, alongside understanding of UX principles gained from *Exploring Experience*, as applied to interactive systems. You will design and code multisensory outcomes across digital, physical, and connected interfaces in response to a brief. Skills will be gained in working with sensors, actuators, input-output devices. (Cultivate Principle)

Through ideation, prototyping and user testing, you will define the appropriate level of control and information/system feedback to achieve an intended goal. Scale, materials, and visual/sensory character will play an important role in communication and experience. (Advocate Principle)

Themes of intuitive versus instructional interfaces will be discussed in relation to the purpose of the interface. You will be encouraged to take an exploratory and experimental approach to test the boundaries and gain understanding of the potential of different interface forms and nascent technological paradigms. (Originate Principle)

The Five Principles underpin the Mindsets and Skillsets Manifesto and are the foundation upon which all course curriculum frameworks and unit specifications are based. The relevant Principles as stated below have been mapped against the Learning Outcomes relevant to each course unit and at each level (see Programme Specifications for full description of the Five Principles):

1. Cultivate / Where the individual thrives.
2. Collaborate / Where disciplines evolve.
3. Integrate / Where education engages industry.
4. Advocate / Where purpose meets practice.
5. Originate / creativity meets technology.

Unit Indicative Content

- the roles of user interface designer and interaction designer
- coding tools appropriate for creating different kinds of interfaces
- experimentation with sensors, actuators, input/output devices, technologies appropriate to interface
- design of information for user feedback
- the role of materials in design

Unit Aims

To gain knowledge of the foundation principles of UI and see UI is applied across different sectors in society

To understand the role of interaction designer

To gain skills in code and design for creating interactive systems

To challenge assumptions of current and future interface design

To increase awareness of users and their needs in relation to designing an interface and its purpose

To understand the importance of materials and physical/character attributes in relation to user experience and suitability for the context of delivery

Unit Learning Outcomes

LO 2 Concept/Ideation

Analyse research materials leading to the generation of the ideation and concepts that inform and lead to project development.

Related Principle: ORIGINATE

LO 5 Presentation /Storytelling For Influence

Select and employ effective methods of presentation and communication of projects in considering the audience/client and the purpose of the work, whether in visual, oral or written form.

Related Principle: ADVOCATE

LO 6 Critical and creative mindsets

Analyse conceptions of diverse practice and use this to inform a course of action.

Related Principle: ORIGINATE

Learning and Teaching Methods

Briefings
Lectures
Project work
Seminars
Workshops

Group work
 Online activity
 Individual Presentations and critiques
 Self-directed independent study

Assessment methods and tasks

More detailed assessment tasks will be specified in the brief.

Assessment tasks	Weighting (%) (one grade or multi-grade unit)
Portfolio of work with supporting physical and digital material detailing project research, process and development.	Unit assessed holistically (100% of unit)

Indicative Assessment Criteria

Assessment criteria are the basis on which the judgment of the adequacy of the work is made. A more detailed assessment criteria will be specified in the brief.

- Demonstrate knowledge of the foundation principles of UI and how it is applied across different sectors in society (L05, L06)
- Demonstrate an understanding of the role of interaction designer (L06)
- Demonstrate skills in code and design for creating interactive systems (L02, L06)
- Evidence and ability to challenge assumptions of current and future interface design (L02, L05, L06)
- Show an ability to raise awareness of users and their needs in relation to designing an interface (L05, L06)
- Show an understanding of materials and physical/character attributes in relation to user experience and suitability in the context of delivery (L06)

Essential Reading list

1. Borenstein, Greg (2012) *Making Things See*, Farnham: O'Reilly
2. Cooper, Alan (2014) *About Face: The Essentials of Interaction Design*, Indianapolis: John Wiley & Sons
3. Greenfield, Adam (2017) *Radical Technologies*, London: Verso
4. Hartman, Kate (2014) *Make: Wearable Electronics*, Sebastopol, CA: O'Reilly
5. Lanier, Jaron (2013) *Who Owns the Future?*, London: Allen Lane
6. Olsson, Tony (2002) *Arduino Wearables*, Berkeley, CA: APress
7. Tidwell, Jennifer (2006) *Designing Interfaces*, Sebastopol, CA: O'Reilly