Unit Title: Interface, Interaction, Identity

FHEQ Level: Level 5

Unit Code: USE18202

Credit Value: 15

Unit Type: Subject

Learning Hours

<table>
<thead>
<tr>
<th>Staff – Student Contact Hours</th>
<th>Independent Study Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Classes</td>
<td>37.5</td>
</tr>
<tr>
<td>Supervised access to resources</td>
<td>Independent Study</td>
</tr>
<tr>
<td></td>
<td>35</td>
</tr>
<tr>
<td>Supervised access to resources</td>
<td>Preparation for Assessment</td>
</tr>
<tr>
<td></td>
<td>50</td>
</tr>
<tr>
<td>Unsupervised Access to Resources</td>
<td>Unsupervised Access to Resources</td>
</tr>
<tr>
<td></td>
<td>27.5</td>
</tr>
<tr>
<td>Total</td>
<td>150</td>
</tr>
</tbody>
</table>

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.
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.

<table>
<thead>
<tr>
<th>Assessment tasks</th>
<th>Weighting (%) (one grade or multi-grade unit)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Portfolio of work with supporting physical and digital material detailing project research, process and development.</td>
<td>Unit assessed holistically (100% of unit)</td>
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</table>

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