Module Convenor:

Name	Office	Phone	Email
Paul Marshall	66GS 2.09	020 3108 7066	paul.marshall@ucl.ac.uk

Module aims and objectives:
To develop understanding of: the form, use and qualities of user interfaces; the design decisions raised by different interface technologies in different application domains; the design principles and exemplars that produce effective user interactions; the evolution of user interface designs.

Module description:
The user interface is now recognized as a design object in its own right. A highly diversified field of user interface design has emerged, encompassing a remarkable variety of interactive technologies used in a near unlimited range of usage situations. Interaction design specialists need to be able to recognize the structural and functional elements of user interfaces in relation to the user's interaction. Understanding the design principles involved in creating effective user interfaces, and familiarity with the seminal user interfaces that guide design, are central to this specialism.

This module provides an in depth understanding of user interfaces and their interactivity. It first examines in detail the WIMP interface, taking in the research findings and design theories and discourse about this transformative modern user interface. It then considers the post-WIMP generation of user interfaces,

The module examines research findings and thinking about user interfaces and the knowledge that practitioners apply in creating user interfaces. It examines the contributions of creative and engineering design to user interfaces. It considers the user interfaces we may expect to see in the future as well as some of the most influential interfaces of the past. With its substantive focus on the user interface as designed object, the module complements the learning about design practices and evaluation methods gained in other modules in the programme.

Module learning outcomes:
Knowledge and understanding of: user interface design and interactive technologies.
Intellectual (thinking skills) – able to: reason about the design issues presented by user interfaces in different settings and the application of principles and exemplars to those issues.
Practical skills – able to: recognise the design qualities of particular user interfaces, to advise on user interface projects in relation to the needs arising from the user's interactions and the capabilities of the interactive technologies involved.
Transferable skills – ability to: reason about successful user interfaces.

Module schedule:
Spring Term: Tuesday and Friday Mornings (tbc)

Assessment method:
Coursework (3000 words) – 100%

Pass conditions: 50%

UCL Postgraduate Programme in Human-Computer Interaction

UCLiC