Interaction design and the user experience   TM356

Presentation pattern   October to June

Module description

From apps, phones and business systems to wearables, the web and the Internet of Things, interactive products are the stuff of everyday life. But how can interactions be designed to best meet their purposes, offer good user experiences (UX), and be easy, satisfying and enjoyable to use? How can interactions be evaluated effectively when their users, purposes and contexts of use vary so widely? In this module we take a user-centred approach through which students learn about the factors, techniques, tools and theories that affect interaction design and acquire practical skills that will equip them to analyse, design, and evaluate the interactive products of every day life.

Person specification

The person specification for this module should be read in conjunction with the generic person specification for an associate lecturer at The Open University.

As well as meeting all the requirements set out in the generic person specification, you should have:

- a first degree in a related subject such as computing, product design, psychology or ergonomics, with a substantial focus on Interaction Design

or
- experience of applying Interaction Design techniques, such as interface design, prototype development, involving users in product development, system or product evaluation or requirements elicitation, within a commercial or a research environment

or
- experience of teaching Interaction Design-related subjects such as HCI, human factors or product design in higher education.

Module related details - a full explanation can be found on the website

Credits awarded to the student for the successful completion of a module:	30
Number of assignments submitted by the student:	4
Method of submission for assignments:	2
Level of ICT requirements:	2
Number of students likely to be in a standard group:	20
Salary band:	3
Estimated number of hours per teaching week:	3.5