Unit Outline (Higher Education)

Institute / School:	Institute of Innovation, Science & Sustainability
Unit Title:	USER EXPERIENCE
Unit ID:	ITECH3001
Credit Points:	15.00
Prerequisite(s):	(ITECH2003)
Co-requisite(s):	Nil
Exclusion(s):	Nil
ASCED:	020305

Description of the Unit:

What makes a computer system easy and fun to use? This unit examines the intersection between the human experience and the computer realm, and explores ways to improve the experience of interacting with computer systems. During this unit you will learn about User Experience (UX) and User Interface (UI) in a range of contexts with particular focus on the presentation of complex data and generating valuable information for end users to analyse.

Grade Scheme: Graded (HD, D, C, P, MF, F, XF)

Work Experience:

No work experience: Student is not undertaking work experience in industry.

Placement Component: No

Supplementary Assessment: Yes

Where supplementary assessment is available a student must have failed overall in the Unit but gained a final mark of 45 per cent or above, has completed all major assessment tasks (including all sub-components where a task has multiple parts) as specified in the Unit Description and is not eligible for any other form of supplementary assessment

Course Level:

Level of Unit in Course	AQF Level of Course					
	5	**6**	**7**	**8**	**9**	**10**
Introductory						
Intermediate						
Advanced			✔			

Learning Outcomes:

Knowledge:

K1. Review Human Factors and Human-Computer Interaction (HCI) in IT systems;

K2. Evaluate the elements of User Experience (UX) of an IT system using design thinking, and compare the effects of positive and negative user experiences;

K3. Classify User Experience (UX) problems in real-world systems;

K4. Break down the diverse needs and requirements that users may have of a system.

Skills:

S1. Evaluate the usability of IT systems using quantitative and qualitative metrics;

S2. Analyse and assess IT systems from a human-centred perspective;

S3. Design and evaluate User Interfaces using formal and informal processes.

Application of knowledge and skills:

A1. Analyse, design and evaluate a suitable User Experience design to meet specific IT system design requirements.

Unit Content:

Topics may include:

- UX theory and frameworks;
- HCI and human factors;
- User-centred design;

- Usability;

- Content and functional specifications;
- Information architecture;
- Interaction design;
- User interface design;
- Visual (and sensory) design;
- Usability testing and evaluation;
- Inclusive design and accessibility;
- Ethics issues.

FEDTASKS

Federation University Federation recognises that students require key transferable employability skills to prepare them for their future workplace and society. FEDTASKS (**T**ransferable **A**ttributes **S**kills and **K**nowledge) provide a targeted focus on five key transferable Attributes, Skills, and Knowledge that are be embedded within curriculum, developed gradually towards successful measures and interlinked with cross-discipline and Co-operative Learning opportunities. *One or more FEDTASK, transferable Attributes, Skills or Knowledge must be*

evident in the specified learning outcomes and assessment for each FedUni Unit, and all must be directly assessed in each Course.

FEDTASK attribute and descriptor		Development and acquisition of FEDTASKS in the Unit	
		Learning Outcomes (KSA)	Assessment task (AT#)
FEDTASK 1 Interpersonal	Students will demonstrate the ability to effectively communicate, interact and work with others both individually and in groups. Students will be required to display skills in-person and/or online in: • Using effective verbal and non-verbal communication • Listening for meaning and influencing via active listening • Showing empathy for others • Negotiating and demonstrating conflict resolution skills • Working respectfully in cross-cultural and diverse teams.	K3, K4, S1, S2	AT1, AT3
FEDTASK 2 Leadership	Students will demonstrate the ability to apply professional skills and behaviours in leading others. Students will be required to display skills in: • Creating a collegial environment • Showing self-awareness and the ability to self-reflect • Inspiring and convincing others • Making informed decisions • Displaying initiative	Not applicable	Not applicable
FEDTASK 3 Critical Thinking and Creativity	Students will demonstrate an ability to work in complexity and ambiguity using the imagination to create new ideas. Students will be required to display skills in: • Reflecting critically • Evaluating ideas, concepts and information • Considering alternative perspectives to refine ideas • Challenging conventional thinking to clarify concepts • Forming creative solutions in problem solving	K3, K4, S1, S3, A1	AT1, AT2, AT3
FEDTASK 4 Digital Literacy	Students will demonstrate the ability to work fluently across a range of tools, platforms and applications to achieve a range of tasks. Students will be required to display skills in: • Finding, evaluating, managing, curating, organising and sharing digital information • Collating, managing, accessing and using digital data securely • Receiving and responding to messages in a range of digital media • Contributing actively to digital teams and working groups • Participating in and benefiting from digital learning opportunities	K3, S3, A1	AT2, AT3

FEDTASK attribute and descriptor		Development and acquisition of FEDTASKS in the Unit	
		Learning Outcomes (KSA)	Assessment task (AT#)
FEDTASK 5 Sustainable and Ethical Mindset	Students will demonstrate the ability to consider and assess the consequences and impact of ideas and actions in enacting ethical and sustainable decisions. Students will be required to display skills in: • Making informed judgments that consider the impact of devising solutions in global economic environmental and societal contexts • Committing to social responsibility as a professional and a citizen • Evaluating ethical, socially responsible and/or sustainable challenges and generating and articulating responses • Embracing lifelong, life-wide and life-deep learning to be open to diverse others • Implementing required actions to foster sustainability in their professional and personal life.	K4, S1, S2	AT1, AT3, AT4

Learning Task and Assessment:

Learning Outcomes Assessed	Assessment Tasks	Assessment Type	Weighting
K1, K2, K3, K4, S1, S2, S3, A1	Evaluate UX concepts with computer and IT systems, and produce deliverables related to practical project and report.	Tutorial exercises	20-40%
K2, K4, S3, A1	Design a user interface to meet a set of features and requirements.	Individual Practical Project	20-40%
K2, K3, S1, S2, S3, A1	Perform UX testing of an IT system, including recommendations.	Individual Report	20-40%
K1, K2, K4	Review and practice of skills and knowledge.	Examination/Test	0-30%

Adopted Reference Style:

APA

Refer to the library website for more information

Fed Cite - referencing tool