



Course Outline (Higher Education)

School:	School of Engineering, Information Technology and Physical Sciences
Course Title:	USER EXPERIENCE
Course ID:	ITECH3001
Credit Points:	15.00
Prerequisite(s):	(ITECH1103 and ITECH2003)
Co-requisite(s):	Nil
Exclusion(s):	Nil
ASCED:	□020305

Description of the Course:

What makes a computer system easy and fun to use? This course examines the boundary between the human and the computer, and explores ways to improve the experience of using computer systems. This course focuses on User Experience (UX) and User Interface (UI) in a range of contexts with particular focus on the presentation of complex data and information to users for analysis.

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 course but gained a final mark of 45 per cent or above and submitted all major assessment tasks.

Program Level:

Level of course in Program	AQF Level of Program					
	5	6	7	8	9	10
Introductory	■	■	■	■	■	■
Intermediate	■	■	■	■	■	■
Advanced	■	■	✓	■	■	■

Learning Outcomes:**Knowledge:**

- K1.** Review human factors in IT systems;
- K2.** Differentiate the components that make up the User Experience (UX) of an IT system, compare the effects of positive and negative user experiences;
- K3.** Investigate User Experience (UX) problems in real-world systems;
- K4.** Establish the differing needs and requirements that users may have of a system.

Skills:

- S1.** Evaluate the usability of IT systems using quantitative and qualitative metrics;
- S2.** Interpret IT systems from a human perspective;
- S3.** Design and evaluate User Interfaces using formal and informal processes.

Application of knowledge and skills:

- A1.** Construct a suitable User Experience design to meet specific IT system design requirements.

Course Content:

This course investigates the design and implementation decisions that affect the experience of users working with IT and computer systems. The concepts of User Experience (UX), Human-Computer Interaction (HCI) and User Interface (UI) are explored in detail, and are used to deconstruct and evaluate existing designs. Formal and informal UX and UI design approaches are used to develop a UX for an IT system.

Topics may include:

- Theory of design;
- Design of physical objects;
- User Interface;
- Usability;
- UI patterns;
- UX design techniques;
- AI for UX;
- Data visualization;
- Ethic issues;
- Emerging UI technologies.

Values:

- V1.** Respect the identity, ability, experience, security and privacy of users of computer systems;
- V2.** Recognise the types of impact that design choices can have on the experience of users.

Graduate Attributes

The Federation University FedUni graduate attributes (GA) are entrenched in the [Higher Education Graduate Attributes Policy](#) (LT1228). FedUni graduates develop these graduate attributes through their engagement in explicit learning and teaching and assessment tasks that are embedded in all FedUni programs. Graduate attribute attainment typically follows an incremental development process mapped through program progression. **One or more graduate attributes must be evident in the specified learning outcomes and assessment for each FedUni course, and all attributes must be directly assessed in each program**

Graduate attribute and descriptor		Development and acquisition of GAs in the course	
		Learning Outcomes (KSA)	Assessment task (AT#)
GA 1 Thinkers	Our graduates are curious, reflective and critical. Able to analyse the world in a way that generates valued insights, they are change makers seeking and creating new solutions.	K1, K3, S2	1, 3, 4
GA 2 Innovators	Our graduates have ideas and are able to realise their dreams. They think and act creatively to achieve and inspire positive change.	K4, S1, S3, A1	2, 3
GA 3 Citizens	Our graduates engage in socially and culturally appropriate ways to advance individual, community and global well-being. They are socially and environmentally aware, acting ethically, equitably and compassionately.	K1, K3, K4, S2	1, 3, 4
GA 4 Communicators	Our graduates create, exchange, impart and convey information, ideas, and concepts effectively. They are respectful, inclusive and empathetic towards their audience, and express thoughts, feelings and information in ways that help others to understand.	K2, S1, S3, A1	1, 2, 3
GA 5 Leaders	Our graduates display and promote positive behaviours, and aspire to make a difference. They act with integrity, are receptive to alternatives and foster sustainable and resilient practices.	K1, K4	1

Learning Task and Assessment:

Learning Outcomes Assessed	Learning Tasks	Assessment Type	Weighting
K1, K3, S1, S2	Record and comment on interactions with computer and IT systems.	Weekly journal or laboratory exercises	5-10%
K1, K4, S3, A1	Design and implement a user interface to meet a set of features and requirements.	Individual Practical Project	20-25%
K3, K4, S1, S2, S3	Perform UX testing of an IT system, including recommendations.	Individual Report	30-40%
K1, K2, K4	Attend lectures, read course content, summarize theoretical aspects of the course.	Examination(s)/Test(s)	20-40%

Adopted Reference Style:

APA

Refer to the [library website](#) for more information

Fed Cite - [referencing tool](#)