

AMITY GLOBAL INSTITUTE

MODULE SYLLABUS

Course	Bachelor of Science Honours in Computer Science (Games Development) (University of London)
Module Title	Interaction Design
Module Syllabus No. (if any)	CM3055
Syllabus / Content / Learning Outcomes	When taking this module, you will examine the notion of 'interaction with technology'. You will focus on the concepts behind modern user experience design and production. You will gain a solid grasp and practical experience of the process which allows the creation of interactive systems. This process involves specification, design, prototyping and evaluation. You will examine several design approaches and techniques, and consider how they enable usability engineering. You will learn how to evaluate interactive systems against criteria such as efficiency and usability. You will examine issues of accessibility from the perspective of different populations.
No. of Teaching Hours	Contact Hours – Lectures, Seminars & online activity (22 x 3) = 66 Independent Preparation, pre-reading and analysis = 84 TOTAL = 150
Teaching Methods	Lectures, tutorials, case-studies analysis, research journals and group discussion.
Assessment Methods and Weightages	One two hour unseen written examination and coursework Coursework 50% and Written examination 50% At least 35% in each element of summative assessment and a combined weighted average of at least 40%, subject to the application of rules for compensation.
Skills for Maximising Learning Outcomes	Reading and research
Dates of Examinations, Major Assessments and Assignments	Please refer to www.london.ac.uk exam tables If your effective date of registration is: <ul style="list-style-type: none"> • 1 October, you will take your first examination(s) in March of the following year, • 1 April, you will take your first examination(s) in September of the same year.
Topics covered	<ul style="list-style-type: none"> • History of HCI. • Usability and Principles of design. • User-centred design techniques. • Evaluation of interaction design. • Evaluation of interaction design part 2 • Designing for different users. • Design case studies. • Design case studies part 2 • Tools and techniques that support interaction development. • Current trends in interaction design and HCI

Note: All Information provided to Amity will be kept strictly confidential except for those required under statutory requirements and by government authorities and relevant university partners and accreditation bodies as part of the regulatory or course requirements.