

# User Experience / Interaction Design Module Syllabus

Course based on the book *“There’s Not an App for That – Mobile User Experience Design for Life”* (Morgan Kaufmann, 2015). More details at: [changetheworldUX.org](http://changetheworldUX.org)

## Sample course structure

Here’s a suggestion for a course that covers key UX and interaction concepts using the material in the book. The course would assume a background HCI knowledge (from a previous course): students, then, are most likely to be final year undergraduates or studying at a Masters level.

- The book contains many design exercises and lots of examples to bring the course to life and make it interactive.
- Full references to the literature are provided, along with pointers to resources on the internet, including videos.
- The book is in full colour, has lots of illustrations and is written in an accessible style.



## Week 1: Introduction and State of the Art

### Chapter 1

- What is “User Experience”? How does it differ from “usability”?
- What are the key components of today’s compelling user experiences?
- What are the UX opportunities that might generate more exciting, effective, delightful designs in the future?

## Week 2: Touch Screens vs. real touch and feeling

### Chapter 2

- Why have touchscreens been so effective and transforming?
- What more can humans do as they touch and manipulate physical materials?
- How have researchers attempted to break the glass and allow hands-in interaction with digital information?
- What physical experiences and materials might we look to, to be inspired? In the course we explore: food, fashion, and fitness.

## Week 3: Inspirations from food, fashion, and fitness

### *Chapters 3–5*

Taking each of these domains in turn, we consider the properties and natures of the materials and interactions and illustrate how they might inspire better design on today's platforms and future ones. UX concepts covered include:

- Flow
- Negotiated, in-the-loop gestures and responses
- Foraging
- Nudge and persuasive computing
- Skeumorphs

## Week 4: Interaction paradigms and materials for real “touch”

### *Chapter 6*

Here we look at what can be done now (by looking, for example, at current Android and iOS guidelines) and in future to enrich the physicality of mobile devices. UX concepts covered include:

- Multimodality
- Tangible interfaces
- Deformable interfaces
- Ultrahaptics

## Week 5: Going beyond heads-down interaction

### *Chapters 7–9*

- What is “heads-down”? What’s good about “heads-down” interaction?
- What is “face-on” interaction? Why might we design for it?
- How can we build “face-on” interfaces?

UX concepts covered include:

- Wearable computing
- Speech interfaces
- Glanceable interfaces
- Pointing and gestural interfaces

## Week 6: Building interfaces that allow users to be adventurous and individual

*Chapters 10–12*

Services and devices often try to tidy up life for users, to sort things out, to provide information in just the right way, at just the right time. This part of the course considers alternatives. UX concepts covered include:

- Personalisation
- Messiness and texture in information interaction
- Ambiguity

## Week 7: UX as performance

*Chapters 13–15*

- Mobiles are often used as private, individual devices. But what about their use to choreograph “together” interactions?
- How might you design so that the device gets out of the way of the action? How can mobiles be props for social performance? What about using technology for very visible, audible, “extravagant” computing?

UX concepts covered include:

- Performance
- Natural user interfaces
- Gestures and cultural issues
- Calm computing
- Scrap computing
- Situated social interactions
- Extravagant computing

## Week 8: Moving towards mindful interaction

*Chapters 16–18*

What is mindfulness, and how does it contrast with today’s predominant mode of interacting with devices and services? How could we build systems that promote mindful interaction?

UX concepts covered include:

- Mindfulness
- Human-human communication and collaboration
- Place and space
- Identity
- Privacy and sharing

## Week 9: The bigger picture

### Chapter 19

- While much technology has been designed for the so-called “developed” world, there are hundreds of millions of users that we can design for in the “emerging markets” or “developing world”. To bring the course to an end, aim to inspire students to open their eyes to other worlds and user needs.
- What constraints do these users face? Literacy, bandwidth, access to technology, power etc.? What can you design to meet these needs? How does the process of design differ to standard UX/ interaction design methods?

UX concepts covered include:

- Cross-cultural design
- In-the-wild design
- Aspirations and technology acceptance
- Platforms
- Transitive HCI
- Human Access Points

## Week 10: Summary and Wrap-up

### Chapter 20

- What have we learnt? What can we do?

## There's Not an App for That

For more information about the book and the authors, or to view or download additional accompanying material and resources, visit the book website:

[changetheworldUX.org](http://changetheworldUX.org)

- **Full title:** There's Not an App for That – Mobile User Experience Design for Life
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