Programme Specification Document

Approved, 2022.02

Overview

Programme Code	36767
Programme Title	Interactive User Experience
Awarding Institution	Liverpool John Moores University
Programme Type	CPD
Language of Programme	All LJMU programmes are delivered and assessed in English
Programme Leader	Martin Jones
Link Tutor(s)	

Awards

Award Type	Award Description	Award Learning Outcomes
Target Award	Certificate of Professional Development - CP	See Learning Outcomes Below

Alternate Award Names	

External Benchmarks

Subject Benchmark Statement	

Programme Offering(s)

Mode of Study, Mode of Delivery	Intake Month	Teaching Institution	Programme Length
Part-Time, Face to Face	April	LJMU Taught	15 Weeks
Part-Time, Face to Face	January	LJMU Taught	15 Weeks
Part-Time, Face to Face	July	LJMU Taught	15 Weeks
Part-Time, Face to Face	October	LJMU Taught	15 Weeks

Aims and Outcomes

Educational Aims of the Programme

1. To understand and identify user needs and clients' needs.

2. To employ industry standard, end-to-end, design processes.

3. To appraise and evaluate a range of options and solutions to a specific design problem.

4. To explore the potential for developing interactive user experiences.

Learning Outcomes

Code	Description
PLO1	Define a target user, or users, and identify their needs.
PLO2	Apply Agile methods to manage, design and solve a clearly defined problem.
PLO3	Demonstrate knowledge of the design process.
PLO4	Apply software skills to develop interactive user experiences.
PLO5	Appraise and measure the proposed solution to the problem.

Programme Structure

Programme Structure Description

Structure - 30 credit points	
Level 5 Core - 30 credit points	CORE
[MODULE] 5003LSSCPD Interactive User Experience Approved 2022.01 - 30 credit points	

Module specifications may be accessed at https://proformas.ljmu.ac.uk/Default.aspx

Teaching, Learning and Assessment