

Module title		Abbreviation
Advanced User Experience		o6-HCI-UX-152-mo1
Module coordinator		Module offered by
holder of the Chair of Psychological Ergonomics		Institute of Human Computer Media
ECTS	Method of grading	Only after succ. compl. of module(s)
5	numerical grade	--
Duration	Module level	Other prerequisites
1 semester	graduate	--
Contents		
<p>This module provides in-depth content, methods and applications of user experience research, i.e. the design of human-computer systems with regard to a good user experience. Examples of application come from the public and private spheres and include, for example, customer satisfaction, persuasive interfaces, aesthetic design and service design.</p>		
Intended learning outcomes		
<p>After participating in this module, students will be able to name the principles of selected user experience methods and domains and will be able to design user interfaces themselves as well as conduct studies to investigate corresponding questions from the field of human-system interaction. Furthermore, they will be able to explain the advantages and disadvantages of different user experience methods and analyze and evaluate empirical studies and design solutions.</p>		
Courses (type, number of weekly contact hours, language – if other than German)		
S (2)		
Method of assessment (type, scope, language – if other than German, examination offered – if not every semester, information on whether module is creditable for bonus)		
<p>a) written examination (approx. 75 minutes) or b) presentation (approx. 20 minutes) with handout (approx. 2 pages) or c) presentation of project results (approx. 20 minutes) or d) term paper (approx. 10 pages) or e) a total of approx. 5 hours of completing exercises or f) oral examination (approx. 25 minutes) Language of assessment: German and/or English creditable for bonus</p>		
Allocation of places		
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Additional information		
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Workload		
150 h		
Referred to in LPO I (examination regulations for teaching-degree programmes)		
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Module appears in		
Master's degree (1 major) Human-Computer-Interaction (2015) Master's degree (1 major) Human-Computer-Interaction (2018) Master's degree (1 major) Human-Computer-Interaction (2021)		