APPENDICES

1.1 Appendix A – Programme Specification

PROGRAMME SPECIFICATION PRO-FORMA

1.	GENERAL INFORMATION	
1.	Programme Title:	MSc in User Experience and Interaction Design
2.	Final Award:	MSc UXID - MSc in User Experience and Interaction Design
3.	Exit Awards:	PgDip UXID - Postgraduate Diploma in User Experience and Interaction Design PgCert UXID - Postgraduate Certificate User Experience and Interaction Design
4.	Awarding Body:	Glasgow Caledonian University
5.	Period of Approval:	Sept 2022- Aug 2027
6.	School:	School of Computing, Engineering and Built Environment
7.	Host Department:	Applied Computer Games
8.	UCAS Code:	N/A
9.	PSB Involvement:	N/A
10.	Place of Delivery:	GCU Glasgow – Full Time (FT), Part time (PT)
11.	Subject Benchmark Statement:	QAA Subject Benchmark Computing
12.	Dates of PSP Preparation/Revision:	December 2022

2. EDUCATIONAL AIMS OF THE PROGRAMME

The MSc User Experience and Interaction Design (MSc UXID) is hosted by the Department of Applied Computer Games, in the School of Computing, Engineering and Built Environment at Glasgow Caledonian University (SCEBE).

The aim of the proposed MSc programme in User Experience and Interaction Design (UXID) is to equip graduates with multi-disciplinary knowledge and skills to design, develop and evaluate interactive systems that enable/enhance user experience. The course will prepare the students for the current and future industry demands, whilst maintaining academic rigour and values.

More specifically the aim of the MSc User Experience and Interaction Design (MSc UXID) programme is to produce graduates that should be able to:

- Demonstrate a critical understanding of current User Experience and Interaction Design theories and practices that could be applied directly in the industry.
- Identify appropriate UX evaluation methods that could highlight the efficiency and drawbacks of interactive systems in different domains.
- Demonstrate a substantive working knowledge of user psychology, behaviour theory and interaction design principles and their relevance to cover different user requirements
- Continuously develop skills in applying research methods and problem-solving techniques to usability and interaction design issues.
- Demonstrate an essential understanding of future emerging technologies and their societal impact in different applications' contexts, that could guide the development of responsible UX and ID products.
- Demonstrate the capacity for independent learning, critical thinking and self reflection

4. PROGRAMME STRUCTURES AND REQUIREMENTS, LEVELS, MODULES, CREDITS AND AWARDS

SCQF Level 11

Module Code	Module Title	Credit
MMI127126	Human-Computer Interaction	15
MMI127131	Visual Design and Prototyping	15
MMI127111	Applied User Psychology	15
MMI127110	UX Design Project	15
Exit Award –Postgraduate Certificate of User Experience and Interaction Design		60

SCQF Level 11

Module Code	Module Title	Credit
MMG527109	Advanced Topics in HCI	15
MMI127112	Applied Usability	15
MMG526752	Research Studies for Computing and Creative Technologies	15
	Electives* (students choose one elective)	15
MMI126424	*3D Production for Virtual Reality (15 credit)*	
MMH126833	*Digital Twins (15 credit)*	
MMI226820	*Data Visualisation (15 credit) - programming skills required.*	
Exit Award –Postgraduate Diploma of User Experience and Interaction Design		120
SCQF Level 11		
Module Code	Module Title	Credit
MMH727233	MSc Project	60
Exit Award – Master of Science in User Experience and Interaction Design		180

4. Programme Structure Part-time Students		
Year 1 Tri A		
SCQF Level 11		
Module Code	Module Title	Credit
MMI127126	Human-Computer Interaction	15
MMI127131	Visual Design and Prototyping	15
Year 2 Tri A		
SCQF Level 11		
MMI127111	Applied User Psychology	15
MMI127110	UX Design Project	15
Year 1 Tri B		
SCQF Level 11		

Module Code	Module Title	Credit
MMG527109	Advanced Topics in HCI	15
MMI127112	Applied Usability	15
Year 2 Tri B		
SCQF Level 11		
MMG526752	Research Studies for Computing and Creative Technologies	15
	Electives* (students choose one elective)	15
MMI126424	*3D Production for Virtual Reality (15 credit)*	
MMH126833	*Digital Twins (15 credit)*	
MMI226820	*Data Visualisation (15 credit) - programming skills required.*	
Year 2- Tri C		
SCQF Level 11		
Module Code	Module Title	Credit
MMH727233	MSc Project	60
Exit Award – Master of Science in User Experience and Interaction Design		180

8. ASSESSMENT REGULATIONS

Students should expect to complete their programme of study under the Regulations that were in place at the commencement of their studies on that programme unless proposed changes to University Regulations are advantageous to students.

The Glasgow Caledonian University Assessment Regulations which apply to this programme, dependent on the year of entry can be found at: GCU Assessment Regulations.