Postgraduate Programme Specification
MSc User Experience and Interaction Design

This specification provides a summary of the main features of the programme and learning outcomes that a student might reasonably be expected to achieve and demonstrate where full advantage is taken of all learning opportunities offered. Further details on the learning, teaching and assessment approach for the programme and modules can be accessed on the University website and Virtual Learning Environment, GCU Learn. All programmes of the University are subject to the University's Quality Assurance processes.

1. GENERAL INFORMATION				
Programme Title	Master of Science in User Experience and Interaction Design			
Final Award	MSc UXID - Master of Science in User Experience and Interaction Design			
Awarding Body	Glasgow Caledonian University			
School	School of Science & Engineering			
Department	Department of Computer Science			
Mode of Study	Full-time Part-time			
Location of Delivery	Glasgow Campus			
UCAS Code	N/A			
Accreditations (PSRB)				
Period of Approval	**From:**	September 2022	**To:**	August 2027

2. EDUCATIONAL AIMS OF PROGRAMME

The MSc User Experience and Interaction Design (MSc UXID) is hosted by the Department of Applied Computer Games, in the School of School of Science & Engineering. 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

3. LEARNING OUTCOMES

The programme provides opportunities for students to develop and demonstrate knowledge and understanding, skills, qualities and other attributes in the following areas:

A: Knowledge and understanding;

A1 Develop a critical understanding of the range of theories and methods of the human aspects of HCI.

A2 Critically analyse the main theories, concepts and principles underpinning usability research, and demonstrate an understanding of the evolving nature of this interdisciplinary field.

A3 Demonstrate a critical understanding of the User Experience Design process considering business needs and constraints, user needs and goals, task analysis, information architecture, user flow and visual design principles.

A4 Demonstrate an understanding of the contribution of the study of Psychology to Design.

A5 Develop a workable knowledge base of visual design principles including typography, colour theory, layout and iconography.

A6 Evaluate interactive systems and critically apply concepts of emerging technologies such as HCI for Virtual Reality, machine learning and Affective computing.

B: Practice: Applied knowledge, skills and understanding;

B1 Apply practical skills in the setup and procedure for user testing with relevant lab equipment and remote usability testing software.

B2 Apply knowledge, skills and understanding in using professional UX design tools and techniques to plan and execute UX design projects from problem identification through to the development of original and creative solutions.

B3 Relate user experience to theories of emotion and analyse user behaviour to improve systems.

B4 Demonstrate originality, insight and innovation in tackling and solving UX design problems

B5 Create interactive prototypes to demonstrate design solutions, by applying knowledge of fundamental interaction design principles.

B6 Develop inclusive, accessible and intuitive Interface design systems using industry-standard design software and prototyping tools.

C: Generic cognitive skills;

C1 Critically review and apply the correct frameworks, models and methods to HCI projects.

C2 Use knowledge and skill in Usability to create unique solutions to usability issues and evidence appropriate critical thinking and academic writing.

C3 Applying appropriate research methods and tools to effectively carry out information retrieval and collection, data analysis and synthesis.

C4 Demonstrate the ability to identify strengths and weaknesses of UX design systems and prioritise design solutions based on stakeholder and technology constraints.

C5 Critically review, consolidate and extend knowledge in the field of UX and Interaction Design

C6 Identify, conceptualise and define new and abstract problems and issues related to UX and Interaction Design.

D: Communication, numeracy and ICT skills

D1 Communicate and present a UX design process and digital solutions in a professional format.
D2 Presentation of technical and creative ideas and findings to an audience of peers/academics/subject experts
D3 Communicate with stakeholders to gather key project requirements
D4 Use a range of software applications to present and enhance project work
D5 Undertake critical evaluations of qualitative and quantitative data
D6 Communicate evidence of problem-solving and provide solutions offering recommendations

E: Autonomy, accountability and working with others.

E1 Develop a solid understanding of human characteristics and demonstrate the ability to present solutions to support human needs within the context of digital interactive system design
E2 Take responsibility for your own work, behave ethically with a strong sense of social responsibility
E3 Self-appraise evaluate and critically reflect on own work
E4 Demonstrate initiative and work independently to make an identifiable contribution to the development of new thinking.
E5 Demonstrate the critical thinking and writing skills to create, collate and communicate written reports and UX portfolios.
E6 Critically discuss and provide solutions on ethical and professional issues arising as a result of project and target user groups

4. LEARNING AND TEACHING METHODS

The programme provides a variety of learning and teaching methods. Programme and Module specific guidance will provide detail of the learning and teaching methods specific to each module.

Across the programme the learning and teaching methods and approaches may include the following:

- Lectures
- Seminars
- Practical classes
- Placements
- Simulation experiences
- Groupwork
- Flipped classroom approaches
- Online learning

The above approaches may be delivered either in person or online as appropriate and determined at module level by the Module Leader.

5. ASSESSMENT METHODS

The programme provides a variety of formative and summative assessment methods. Programme and Module specific guidance will provide detail of the assessment methods specific to each module.

Across the programme the assessment methods may include the following:

- Written coursework (essays, reports, case studies, dissertation, literature review)
- Oral coursework (presentations, structured conversations)
- Practical Assessment (Placement, VIVA, Laboratory work)
- Group work
- Blogs and Wikis
- Portfolio Presentations
- Formal Examinations and Class Tests

The above assessments may be delivered either in person and online as appropriate and determined at module level by the Module Leader.

6. ENTRY REQUIREMENTS

Specific entry requirements for this programme can be found on the prospectus and study pages on the GCU website at this location: www.gcu.ac.uk/study

The Course webpage specific to this Programme is: https://www.gcu.ac.uk/study/courses/pg/msc-user-experience-and-design-glasgow

All students entering the programme are required to adhere to the GCU Code of Student Conduct.

7. PROGRAMME STRUCTURE AND AVAILABLE AND FINAL EXIT AWARDS[1]

The following modules are delivered as part of this programme:

Module Code	Module Title	Core or Optional	SCQF Level	Credit Size	Coursework %	Examination %	Practical %
MMI127126	Human Computer Interaction	Core	11	15	70/30		
MMI127131	Visual Design and Prototyping	Core	11	15	100		
MMI127111	Applied User Psychology	Core	11	15	100		
MMI127110	UX Design Project	Core	11	15	100		
MMG527109	Advanced Topics in HCI	Core	11	15	100		
MMI127112	Applied Usability	Core	11	15	100		
MMG526752	Research Studies for Computing and Creative Technologies	Core	11	15	100		
MMI126424	*3D Production for Virtual Reality*	Optional	11	15	100		
MMI226820	*Data Visualisation*	Optional	11	15	70/30		
MMH724274	Final Project	Core	11	60	100		

Students undertaking the programme on a full-time basis commencing in September of each year will undertake the modules in the order presented above. This may be subject to variation for students commencing the programme at other times of year (e.g. January) and/or undertaking the programme on a part-time or distance learning mode of delivery.

The following final and early Exit Awards are available from this programme[2]:

EXIT AWARD: Post Graduate Certificate of User Experience and Interaction - *achieved upon successful completion of 60 credits*

EXIT AWARD: Post Graduate Diploma of User Experience and Interaction Design - *achieved upon successful completion of 120 credits*

EXIT AWARD: Master of Science in User Experience and Interaction Design - *achieved upon successful completion of 180 credits*

[1] Periodically, programmes and modules may be subject to change or cancellation. Further information on this can be found on the GCU website here: https://www.gcu.ac.uk/currentstudents/essentials/policiesandprocedures

[2] Please refer to the GCU Qualifications Framework for the minimum credits required for each level of award and the Programme Handbook for requirements on any specified or prohibited module combinations for each award.

8. ASSESSMENT REGULATIONS
Students should expect to complete their programme of study under the GCU Assessment Regulations that were in place at the commencement of their studies on that programme, unless proposed changes to University Regulations are advantageous to students. These can be found at: https://www.gcu.ac.uk/aboutgcu/services-and-facilities/qualityassuranceandenhancement/regulations-and-policies

VERSION CONTROL (to be completed in line with AQPP processes)
Any changes to the PSP must be recorded below by the programme team to ensure accuracy of the programme of study being offered.

Version Number	*Changes/Updates*	*Date Changes/Updates made*	*Date Effective From*
1.0	PSP transferred onto most recent PSP template. No changes made to content	Nov 2026	Nov 2026