



HNC / HND / BA COMPUTER GAMES DESIGN

Module Scheme of Work

Module:		ACCA6034 User Experience Design	
Level:		6	
Semester:		1	
Academic Session:		2025-26	
Week		Session 1: Monday 2pm-4pm / Tutor: Rich Morgan	Session 2: Thursday 2pm-4pm / Tutor: Rich Morgan
Week 0	22/09/2025	Induction week	Induction week
Week 1	29/09/2025	Introduction to Module + Assessment 1 & 2 Hand-outs	PHASE 1: Idea Generation and Conceptualisation
Week 2	06/10/2025	PHASE 1: Idea Generation and Conceptualisation	PHASE 1: Idea Generation and Conceptualisation
Week 3	13/10/2025	PHASE 2: User Research & Personas	PHASE 2: User Research & Personas
Week 4	20/10/2025	PHASE 2: User Research & Personas	PHASE 2: User Research & Personas
Week 5	27/10/2025	PHASE 3: Wireframing & Information Architecture	PHASE 3: Wireframing & Information Architecture
Week 6	03/11/2025	Reading Week	
Week 7	10/11/2025	PHASE 3: Wireframing & Information Architecture	PHASE 3: Wireframing & Information Architecture
Week 8	17/11/2025	PHASE 4: Prototyping & UI Design	PHASE 4: Prototyping & UI Design
Week 9	24/11/2025	PHASE 4: Prototyping & UI Design	PHASE 4: Prototyping & UI Design
Week 10	01/12/2025	PHASE 5: User Testing & Iteration	PHASE 5: User Testing & Iteration
Week 11	08/12/2025	PHASE 5: User Testing & Iteration	PHASE 5: User Testing & Iteration
Holidays - Start: 15/12/25 End: 03/01/26			
Week 12	05/01/2026	Module Recap / Feedback	Semester 1 Assessment / Exam Period
Week 13	12/01/2026	ASSESSMENT 1 SUBMISSION: 14th Jan 2026	Semester 1 Assessment / Exam Period
Week 14	19/01/2026	ASSESSMENT 2 SUBMISSION: 21st Jan 2026	Semester 1 Assessment / Exam Period