

MODULE REVIEW MODULE TUTOR - REPORT FORM

The review of a module is carried out initially by the Module Tutor. When the module review is completed, its findings are considered by the Academic Director or Programme Manager and noted at the Academic Discipline's Annual Programme Review. Module feedback and what changes will be made as a result of the feedback given are also discussed at Staff Student Consultative meetings. This form is not compulsory but is provided to support the module review process.

Academic Session: 1st Semester – 2023/24
Module Title: User Experience Design
Module Code: M6X01111

Student Feedback

Effective Collaboration: The project encouraged strong teamwork and collaboration. Each member having a defined role helped streamline the workflow and allowed us to leverage our individual strengths effectively.

Real-World Experience: Working on a digital product prototype that addresses a real user need or problem gave us a taste of real-world UX design challenges. This practical approach was both engaging and highly educational.

Skill Enhancement: The assignment significantly improved our skills in various UX areas, such as user research, wireframing, prototyping, and user testing. Focusing on creating an exceptional user experience deepened our understanding of user-centric design principles.

Module Tutor's response to feedback given by students

I am delighted to hear that the structured team roles facilitated effective collaboration. Teamwork is crucial in UX design, and it is wonderful to see that this assignment allowed you to experience and appreciate the dynamics of working in a professional team. It is encouraging to learn that you found the task of designing a digital product prototype to address real user needs both engaging and educational. Providing practical, real-world experiences is a key objective of this module, and your feedback reassures me that we are on the right track. The assignment also helped enhance your skills in various aspects of UX design, from user research to prototyping and user testing. Focusing on user-centric design is fundamental, and I am glad you gained deeper insights into its importance.

Tutor Self-Reflection

One of the highlights was the structured team collaboration. By assigning specific roles and responsibilities to each team member, the project mirrored real-world UX design teamwork. This structure not only facilitated efficient workflow but also allowed students to leverage their individual strengths, enhancing the overall learning experience. The assignment successfully provided a practical, hands-on experience in UX design. By focusing on creating a digital product prototype that addresses a real user need or problem, students were able to apply theoretical knowledge to a real-world context, making the learning process both engaging and relevant. It was gratifying to see students develop critical UX skills, including user research, wireframing, prototyping, and user testing. The emphasis on delivering an exceptional user experience helped deepen their understanding of user-centric design principles, which is fundamental in the field of UX. While the structured roles facilitated collaboration, there were instances where role definitions could have been clearer to avoid overlaps and ensure that all aspects of the project were adequately covered. Providing more detailed role descriptions and guidance could help improve coordination and efficiency. Some students mentioned difficulties accessing certain tools and resources necessary for the project. Ensuring that all required resources are readily available and providing alternatives or additional support where needed will help smooth the project workflow. I will work on ensuring that all necessary tools and resources are easily accessible to students. This might include securing additional resources, providing clearer instructions on accessing tools, and offering alternative options when needed. Implementing regular feedback sessions and formative assessments throughout the project timeline will help students receive timely guidance and support, enabling them to refine their work and achieve better outcomes. "Development of a Digital Product Prototype in UX - Group Project" assignment was a successful and enriching experience for students, providing valuable practical experience and skill development opportunities. Reflecting on this experience helps identify areas for improvement, ensuring that future iterations of the assignment are even more effective and beneficial for students.

Module Tutor: Nabeel Masih

Date: 28 May 24