

Unit Title: Introduction to User Interface (UI) and User Experience (UX) Design	
Level:	Entry Three
Credit Value:	6
GLH:	60
OCNLR Unit Code:	KJ3/E3/LQ/008
Ofqual Unit Reference Number:	F/617/9010

This unit has 2 learning outcomes

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Understand the characteristics of user interfaces (UI).	1.1. Identify what is meant by 'User Interface' (UI). 1.2. Identify a key principle of UI design. 1.3. Review a digital interface using the principle identified in 1.1. 1.4. Suggest one improvement to the user interface based on own review.
2. Understand the principles of user experience (UX) methodology.	2.1. Identify what is mean by 'User Experience' (UX). 2.2. Identify at least two principles of a recognised UX model. 2.3. Suggest two improvements to a user interface based* on principles identified in 2.2.

* This user interface should be a different one to that reviewed in 1.3

Assessment

The grid below provides suggestions for the types of assessment activities that can be used with the unit attached to provide evidence for the learner's portfolio. Please refer to the OCN London Assessment Guidance document for definitions of each activity and the expectations for assessment practice and evidence for moderation.

Case Study		Project	✓
Written question & answer/test/exam		Role play/simulation	
Essay		Practical demonstration	✓
Report	✓	Group discussion	
Oral question and answer	✓	Performance/exhibition	
Written description	✓	Production of artefact	✓
Reflective log/diary		Practice file	