

Programme specification

1. Programme title(s)

BA (Hons) User Interface/User Experience Design (with Advanced Diploma Professional Practice)

BA (Hons) User Interface/User Experience Design with Foundation Year

BA User Interface/User Experience Design

Cert HE User Interface/User Experience Design

Dip HE User Interface/User Experience Design

2. Awarding institution

Middlesex University

3. Teaching institution

Middlesex University: London

Middlesex University: Mauritius

4. Length and mode of study

a) Length and mode:

Full Time: 3 Years

Full Time with year-long placement: 4 Years

Part Time: 6 Years

b) Delivery method: On-Campus/Online

5. Professional/Statutory/Regulatory body (if applicable)

N/A

6. Apprenticeship standard (if applicable):

N/A

7. Language of study

English

8. Will this be delivered as a Continuing Professional Development (CPD) programme?

No

9. Criteria for admission to the programme

The programme accepts students with a wide range of qualifications, including combinations of qualifications.

80-112 UCAS Tariff points

- A Levels: BB-BBC
- BTEC: MMP-DMM
- Access requirements: Overall pass: must include 45 credits at level 3, of which all 45 must be at Merit or higher
- Combinations: A combination of A-Level, BTEC and other accepted qualifications that total 80-112 UCAS Tariff points
- Completion of the Middlesex Arts and Creative Industries Foundation Year: Pass

We'll accept T Levels for entry onto this course (and our extended courses with a foundation year) with GCSEs in line with UCAS tariff calculation.

We'll always be as flexible as possible and take into consideration any barriers students may have faced in their and will also look at things like applicants' work experience, other achievements and your personal statement.

Recognition of Prior Learning (RPL) is permitted. Applications from mature students with non-standard qualifications are welcomed, especially applications by industry practitioners seeking formal HE qualifications. Students whose first language is not English must meet the university's English language entry requirements. Where they do not meet these criteria they should attend and successfully complete a Middlesex University pre-sessional course.

10. Aims of the programme

The programme aims to:

- Meet the industry needs by equipping students with the knowledge and skills required in UI/UX design.
- Enable students to build a professional portfolio by applying UX principles, conducting research, and implementing usability best practices in UI design projects.
- Equip students to advocate for user needs throughout the design and development process, effectively communicating insights to technical teams and business stakeholders.
- Develop students' metacognitive capacity to coordinate, delegate and evaluate in environments where machine intelligence can play a central role.
- Promote inclusivity, sustainability, and ethical best practices in UI/UX, ensuring that digital products and services are accessible, equitable, and user centred.
- Support ongoing personal and professional development.

11. Programme learning outcomes

A. Knowledge and understanding

On completion of this programme the successful student will have knowledge and understanding of:

1. Existing, new and emergent user interfaces, their socio-cultural contexts, affordances, and user interaction.
2. Insights from human-computer interaction, psychology, and design to inform the development of inclusive digital experiences.
3. The implications of legal, ethical, and organisational standards on user-centred design processes and decision-making.
4. The potential of emerging technologies and multi-platform environments to shape future user interfaces, interactions and experience expectations.

B. Skills

On completion of this programme the successful student will be able to:

1. Employ critical frameworks and methods to gather, analyse and interpret user, interface and interaction data, trends and insights.
2. Design and produce ethical, impactful user interfaces and digital experiences, informed by relevant theoretical issues, debates and emerging technologies.
3. Design and deliver UX research and testing strategies that generate actionable insights and meet industry standards.
4. Construct advanced prototypes, user interfaces and user journeys that integrate accessibility standards, business goals, user needs, and technical constraints.
5. Present complex user interfaces and user experience research findings with clarity and influence to stakeholders across disciplines and levels.

12. Learning and teaching methods

A blended learning approach will develop students' knowledge and skills through structured, interactive, and reflective learning activities.

- Studio sessions, workshops and seminars engage students in discussions, case studies, and problem-solving activities related to UX research, UI design, and evaluation.
- Computer-based exercises include hands-on individual and group activities such as usability testing and accessibility assessments.
- One-to-one tutorials and coaching provide personalised guidance and feedback from tutors and workplace mentors.
- Work-based learning allows students to apply UI/UX principles directly in professional settings for industry relevance.
- Formative feedback is provided through discussions, email, and discussion boards.
- Student-led online discussion forums encourage peer learning, collaboration, and knowledge sharing.
- Self-directed learning is supported by programme handbooks, the Virtual Learning Environment and library resources.

Learning is designed to be inclusive, research-informed and practice-based:

- Accessible and inclusive materials follow universal design principles, with varied assessment methods accommodating different learning styles.
- Students engage with current UI/UX research, industry trends, and emerging technologies.
- Real-world projects, client feedback, and applied research opportunities ensure industry integration.

Independent study and self-directed learning are supported through:

- Self-paced learning materials available via the VLE, allowing students to engage with resources at their own pace.
- Conducting independent user research.
- Reflecting on industry trends, ethical implications, emerging UI/UX methodologies, and sector developments.

13. Employability

a) Development of graduate competencies

All graduate competencies will be fully embedded and developed throughout this degree. Teaching and learning will follow a project and work based, problem focused approach, enabling students to develop curiosity, critical thinking, and lifelong learning skills. Reflection, role-play activities, and presentations will enhance skills in empathetic communication, stakeholder engagement, and leadership. Students will gain experience in advocating for user needs, collaborating with technical teams, and influencing design decisions to create inclusive and effective digital experiences.

Formative and summative coursework will require students to demonstrate collaborative innovation while working with colleagues in the workplace and engaging with fellow students during workshop activities. Students will develop technological agility, recognising that the power of UX lies in human-centred design and the ability to use research and digital tools to solve complex problems. This will be achieved through modules focused on user types and usability and accessibility evaluation.

Resilience, adaptability, and problem-solving skills will be developed through modules such as Ideation and Iterative Development, User Testing and Major Project. Students will manage major projects, applying innovative methodologies to project design, management, and delivery. By the end of the programme, students will be equipped with the expertise to create user-centred digital experiences, ensuring accessibility, usability, and business viability in an ever-evolving digital landscape.

b) Employability development

Students will have the opportunity to engage with industry-facing briefs to produce work of professional standards in a range of modules. Modules offer employability support such as professional self-presentation, crafting effective CVs and personal work-related websites, pitching ideas, performing well at job interviews in collaboration with the University's employability services, such as Careers and Futures (Hendon and online), CES (Dubai), MDX Mauritius Employability Service.

In addition to creating a portfolio of industry-level assets, students will develop transferable skills in time management, teamwork, and lifelong learning skills, all aimed at preparing our students for various internships, and job opportunities. The Level 6 the Professional Practice module is designed to support students in refining their entrepreneurial and employability skills.

c) Placement and work experience opportunities

The optional Work Experience modules at Levels 5 and 6 enable students to apply their skills and knowledge in professional settings and gain valuable industry experience through work-based learning.

- At Level 5, students may choose either a 15-credit or a 30-credit Work Experience module.
- At Level 6, students may choose a 30-credit Work Experience module only.

If a student selects a Work Experience module, they must deselect an equivalent number of taught module credits at that level. This structure provides flexibility for students to pursue work-based learning aligned with their interests, while ensuring that a minimum of 90 credits at each of Levels 5 and 6 are completed through taught modules.

Students will also have the opportunity to take a year-long work placement between levels 5 and 6, to fully immerse themselves in the world of work for an extended period.

Under our supported international mobility schemes, Hendon students can apply for a “Work Placement Abroad” under the Turing Scheme on level 5 or immediately after graduation.

The Middlesex University Student Union (MDXSU) also offer placements frequently and support students in spotting internal opportunities.

d) Future careers/progression

Upon completion, graduates will be fully qualified UI/UX Design professionals who can work across a wide range of industries, including digital and creative, retail, health innovation, public services, manufacturing, and financial services.

Graduates can pursue roles such as:

- UX Designer / Consultant / Analyst
- User Researcher
- UX Strategist
- Interaction Designer
- User Interface Designer
- Accessibility Specialist
- Service Designer
- UX Product Manager
- UX Lead
- Product Designer

14. Assessment strategy

Assessment is 100% by coursework and privileges authentic assessment. It can take various forms, including:

- Practice-led project work;
- Individual and group presentations;
- Peer-assessment and self-assessment;
- Personal branding, e.g. portfolio, online profile;
- Research projects, research reports and presentations;
- Test and learn plans;
- Workshop documentation and briefs;
- Production of prototypes and fully-fledged creative media assets;
- Self-initiated Major Project.

15. Programme structure

Full Time

Year 1:

DMD1001 Visual Storytelling (Semester 1)

DMD1002 Branding & Consumer Behaviour (Semester 1)

DMD1003 Creative Media Production (Semester 2)

DMD1004 Communication Across Platforms (Semester 2)

Year 2:

DMD2008 User Types (Semester 1)

DMD2006 UX/UI Design for Mobile and Web (Semester 1)

DMD2102 Work Experience (Level 5) (Semester 1)

DMD2003 Audience Engagement (Semester 2)

DMD2009 Evaluating Usability and Effectiveness (Semester 2)

DMD2010 Ideation and Iterative Development (Semester 2)

DMD2101 Short Work Experience (Semester 2)

Year 3:

DMD3006 User Testing (Semester 1)

DMD3007 UX in Business (Semester 1)

DMD3000 Major Project (Semester 2)

DMD3003 Professional Practice (Semester 2)

DMD3101 Work Experience (Level 6) (Semester 2)

Part Time

Year 1:

DMD1002 Branding & Consumer Behaviour (Semester 1)

DMD1004 Communication Across Platforms (Semester 2)

Year 2:

DMD1001 Visual Storytelling (Semester 1)

DMD1003 Creative Media Production (Semester 2)

Year 3:

DMD2008 User Types (Semester 1)

DMD2003 Audience Engagement (Semester 2)

DMD2009 Evaluating Usability and Effectiveness (Semester 2)

DMD2101 Short Work Experience (Semester 2)

Year 4:

DMD2006 UX/UI Design for Mobile and Web (Semester 1)

DMD2102 Work Experience (Level 5) (Semester 1)

DMD2010 Ideation and Iterative development (Semester 2)

Year 5:

DMD3006 User Testing (Semester 1)

DMD3003 Professional Practice (Semester 2)

DMD3101 Work Experience (Level 6) (Semester 1)

Year 6:

DMD3007 UX in Business (Semester 1)

DMD3000 Major Project (Semester 2)

Full Time with Year Long Placement

Year 1:

DMD1001 Visual Storytelling (Semester 1)

DMD1002 Branding & Consumer Behaviour (Semester 1)

DMD1003 Creative Media Production (Semester 2)

DMD1004 Communication Across Platforms (Semester 2)

Year 2:

DMD2008 User Types (Semester 1)

DMD2006 UX/UI Design for Mobile and Web (Semester 1)

DMD2102 Work Experience (Level 5) (Semester 1)

DMD2003 Audience Engagement (Semester 2)

DMD2009 Evaluating Usability and Engagement (Semester 2)

DMD2010 Ideation and Iterative Development (Semester 2)

DMD2101 Short Work Experience (Semester 2)

Year 3:

DMD3102 Media Long Year Placement

Year 4:

DMD3006 User Testing (Semester 1)

DMD3007 UX in Business (Semester 1)

DMD3000 Major Project (Semester 2)

DMD3000 Professional Practice (Semester 2)

DMD3101 Work Experience (Level 6) (Semester 2)

Following the completion of the 120 credit Year Long Placement Year students are eligible for a Diploma in Professional Practice

Students must take all of the compulsory modules and choose following programme requirements from the optional modules.

Non-compensable modules are noted below.

16. Progression requirements

Undergraduate

Level 4: Students are normally expected to pass 120 credit points to progress to level 5 full-time study or level 5 part-time study. University regulations apply.

Level 5: Students are normally expected to achieve 240 credits at levels 4 & 5 to progress to level 6. University regulations apply.

Level 6: In order to graduate with an honours degree, students must have achieved 360 credit points from core modules. To graduate with an ordinary degree, 300 credit points with a minimum of 60 credit points at Level 6. University regulations apply

Non-compensatory modules

- DMD3000 Major Project

17. Programme-specific support for learning

- Digital Media workshops with industry standard software for media production.
- Camera, sound and lighting equipment on loan from KitHub.
- Technical inductions for the safe and professional use of specialist equipment held at the KitHub.
- Learning and teaching in the programme will also be supported by Subject Librarian, Disability and Dyslexia Support service, Academic Advising (Hendon only), visiting external presenters and collaboration with the University's employability services, such as Careers and Futures (Hendon and online), CES (Dubai), MDX Mauritius Employability Service.
- These additional support opportunities will ensure that all students enjoy equality of opportunity during their studies at Middlesex, in an inclusive, supportive and diverse learning context that breaks down any barriers which might prevent students with disabilities from actively participating in student life.

18. HECOS code (Hecos | HESA)

100443 media production (50%)

100736 human-computer interaction (50%)

19. Relevant QAA subject benchmarks

Communication, Media, Film and Cultural Studies, April 2024

Art and Design, August 2020

20. University Regulations

The programme will run in line with general University Regulations. View the full Regulations: [Policies | Middlesex University](#).

21. Reference points

Internal Reference Points

- Middlesex University 2031 Learning Framework
- Middlesex University Regulations

External Reference Points

- QAA Code Quality Code for Higher Education.
- QAA Framework for Higher Education Qualifications (FHEQ)

22. Methods for evaluating and improving the quality and standards of learning

Refer to Middlesex Quality processes