

Evaluation Overview – User Experience HCI Master

Individual work (60%)	<ul style="list-style-type: none">- Evaluation based on a paper written individually- Evaluation Criteria:<ul style="list-style-type: none">o Understanding of the literatureo Critical analysiso Originalityo Writing style- The paper should contain max. 10 pages in ACM format (https://www.acm.org/publications/proceedings-template)- The paper should include the list of given references
Group work (40%)	<ul style="list-style-type: none">- Evaluation based on hands-on activities in groups- Evaluation criteria:<ul style="list-style-type: none">o Participation in the classroomo Design Processo Conceptual Design video

Individual work (60%)

As technology is becoming increasingly pervasive in our personal and public lives, the scope of Interaction Design is changing and often entails the embracement of design approaches that engage with political and societal issues. In addition, this change involves a diversified range of skills, practices and sensibilities. **Write a paper that elaborates your reflections on this change**, identifying the most important challenges that a designer is likely to experience in the future and the knowledge you will need to acquire during the Master in order to be properly equipped to face such challenges.

The individual work will be evaluated based on this paper. The paper will be evaluated in terms of the understanding of the related literature (the given references and any other work which the student might find relevant), quality of the critical analysis, originality and written style. The paper should be written in English, should not exceed 10 pages and should be written in ACM format. <https://www.acm.org/publications/proceedings-template>. The paper needs to be delivered two weeks before the date of the exam. This is the list of references you will need to use in the preparation of this paper:

- J. Preece, Interaction Design: Beyond Human-Computer Interaction
- S. Bødker, Third-wave HCI, 10 years later--participation and sharing, interactions, v.22 n.5, September-October 2015
- Waycott, J., Vetere, F., Pedell, S., Morgans, A., Ozanne, E., & Kulik, L. (2016, May). Not For Me: Older Adults Choosing Not to Participate in a Social Isolation Intervention. In *Proceedings of the 2016 CHI Conference on Human Factors in Computing Systems* (pp. 745-757). ACM.
- Bardzell, J., & Bardzell, S. (2013, April). What is critical about critical design?. In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems* (pp. 3297-3306). ACM.

- DiSalvo, C., Lukens, J., Lodato, T., Jenkins, T., & Kim, T. (2014, April). Making public things: how HCI design can express matters of concern. In Proceedings of the 32nd annual ACM conference on Human factors in computing systems (pp. 2397-2406). ACM.
- Rogers, Y. (2011). Interaction design gone wild: striving for wild theory. Interactions, 18(4), 58-62.

Group work (40%)

This part contains the evaluation of the **hands-on activities within the Critical Design module**. Critical Design is an approach that is aligned with the changing scope within HCI because it engages with political and societal issues. In particular, it challenges existing assumptions by proposing an alternative through the design of interactive artefacts. The evaluation will be based on your participation in the classroom discussions, the design process and the final conceptual video.