User-Centered Design 2016-2017

The User-Centered Design course aims to equip students with the necessary skills to carry out research that incorporates the user-perspective to improve usability and user experience.

Learning outcomes

- User Centered Design theory

- Understand what dimensions make a system attractive to users

- Embody this knowledge in an interactive artefact representing this MSc to an audience

- Build a mid-fidelity prototype of this artefact and evaluate with users

Pre-requisites

- Working knowledge of basic interaction design principles covered in the Interaction Design books by Yvonne Rogers, Helen Sharp and Jenny Preece

Evaluation Overview

Marking scheme:
- 10% Class participation - 60% artifact demo - 30% Individual contribution
Evaluation criteria for artifact demo: - 10% originality - 50% impact (how will you evaluate success) - 20% methodology (application of UCD principles) - 10% feasibility (cost effective)

Artifact demo (60%)

The group project will involve the development of an interactive mid-fidelity artifact promoting the HCI masters. The final deliverable will be submitted in the form of a presentation/demo however we will also like to see supporting documentation such as early mockups that show the evolution of your concept. Supporting documents are to be submitted in the shared UCD reports folder. It is imperative that students demonstrate their knowledge of the application of user-centered design concepts and methods in the development of the artifact. Students have the liberty of using any tools to produce their prototypes and a list of tools and programs will be suggested throughout the lecturing period.

Artifact demo requirements

- Language: English is mandatory for all submissions
- Demo date: TBA on UCD course page
- Participation: It is of utmost importance to the success of the project that each member of the group contributes to the work. In case of problems and conflicts that students are unable to deal with independently, they are invited to e-mail Mark Mushiba (mark.mushiba@unitn.it), copying each group member in the e-mail. People who do NOT contribute to the group work will receive a lower mark (up to 0 in case of no contribution at all).

Individual submission (30%)
Students will be required to submit a 1 page reflection detailing their experience working on their artifact and contributing within the team.

- Language: English is mandatory for all submissions
- Submission deadline: 28 June 2017