Interaction Design PSYCGI17 - 30 credits

Academic Session	Date Description Last Updated
2017/18	19 June 2017

Module Convenor:

Name	Office	Phone	Email
Nicolai Marquardt	2.08, 66-72 GS	020 3108 7065	n.marquardt@ucl.ac.uk

Contributing lecturers:

- Nicolai Marquardt, n.marquardt@ucl.ac.uk
- Yvonne Rogers, y.rogers@ucl.ac.uk
- Chris Evans, c.evans@ucl.ac.uk
- Catherine Holloway, c.holloway@ucl.ac.uk
- Other faculty at UCLIC and guest lecturers

Module aims and objectives:

The aims of the module are:

(1) to make students familiar with human-centered design processes and appropriate assessment and evaluation techniques,

(2) to allow them to critically choose and apply appropriate human-centred design methods while considering design constraints, and

(3) to give them the practical and theoretical skills for designing, prototyping, and evaluating novel interactive systems.

Module description:

This module will equip students with the practical skills needed for the design and assessment of interactive systems.

The module includes the introduction to design and evaluation practice. It is strongly based on principles of design, on the study of designs both good and bad, and on the essential skills and methods that user experience practitioners need. Topics covered include ways of representing designs, methods for establishing the needs of users, approaches to devise suitable forms of solution to design problems, methods of visual design, sketching and prototyping, and the use of evaluation methods. Existing designs, covering a wide spectrum, will be subjected to scrutiny and discussion, and practice sessions will enable students to gain proficiency in using taught methods.

Module learning outcomes:

Knowledge and understanding of: Methods for eliciting and specifying requirements; techniques for producing successful designs; use of prototypes and prototyping methodology in design; user-centred evaluation and requirements gathering techniques pertinent to HCI studies.

Intellectual (thinking skills) – able to: Elicit appropriate human-centered requirements; apply

design techniques to a design problem; apply theories of evaluation to practical examples and understand issues around the strengths and limitations of techniques, and how to select appropriate techniques for studies. Critical analysis of tools and situations.

Practical skills: Learning to use various toolkits and techniques of user experience design and evaluation; prototyping and sketching skills; develop one or more prototypes of a design; use prototypes in the design process; practical application of user-centred evaluation methods; collecting and analysing data; reporting findings for multiple audiences.

Transferable skills: argumentation and communication of ideas; critical reading; group working, presentation skills; portfolio skills.

Tentative module schedule:

Module schedules are included to give you an overview of what you will be studying and are subject to change – e.g. due to changes in lecturer availability.

Autumn Term. Tuesday & Friday afternoons.

	Tuesday	**Friday**
Week 1	Overview of Interaction Design	Design Foundations I: Interfaces
Week 2	Understanding Users I: Interviews, Questionnaires	Understanding Users II: Analysing Findings
Week 3	Design Foundations II: Design Principles and Patterns	Design Foundations III: Emotional Interactions
Week 4	Sketching I: Sketching Techniques and Visual Thinking	Sketching II: Storyboarding
Week 5	Prototyping I: Mock-ups	Prototyping II: Wizard of Oz, Video Prototypes
	Reading week	**Reading week**
Week 6	Testing Prototype Designs I: Field studies	Testing Prototype Designs II: Lab studies, A/B testing
Week 7	Testing Prototype Designs III: Heuristic evaluation	Design Foundations IV: Inclusive Design
Week 8	Writing and Reporting in HCI	Testing Prototype Designs IV: Experience Sampling
Week 9	Prototyping III: High-fidelity prototyping	Open lab session for project work
Week 10	Overview of other HCI projects	Final project presentations: video showcase

Assessment method:

Individual design portfolio (max. 4000 words) – 70%
Group project video (max. 5 minutes) and **written report** (max. 3000 words) – 30%

Pass conditions: Weighted average of all assessments of this module at 50% or higher.

Note: Module descriptions may be subject to minor alterations due to lecturer availability & changes to regulations.