

Note: This syllabus may represent a past offering of this course and future course offerings may differ.

HCDE 518: User-Centered Design

Instructor: Andrew Davidson
Quarter/Year: Autumn 2012
Course Schedule: Tuesdays, 6:00-9:50PM

Course Description

Explores the user-centered design paradigm from a broad perspective, emphasizing how user research and prototype assessment can be integrated into different phases of the design process. Students learn to think like a user-centered designer and carry out activities that are key to user-centered design.

Course Objectives

The general aims of this course are to:

- Develop an appreciation for the theory and sensibilities of design
- Develop skills in the use and application of a variety of design methods, specifically applicable to user-centered design
- Improve individual and collaborative skills in design-based problem solving

Upon the successful completion of this course, you should be able to:

- Given a problem setting, critically discuss the appropriateness of potential design methodologies such as contextual design, scenario-based design, participatory, etc.
- Describe the issues and challenges to achieving a human-centered design process
- Gather useful information about users and activities through observation or systematic inquiry
- Use, adapt and extend classic design standards, guidelines, and patterns
- Employ selected design methods at a basic level of competence: affinity diagrams, card sorting, scenarios of use, personas, storyboarding, sketching, and usability evaluation
- Create a paper prototype for a small system and plan and perform a usability evaluation

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Grading and Assignments

Grade Components: The chart below indicates the distribution (relative weight) of each component of the various class assignments and activities in your overall grade in the course. Below that are details about each of the assignment components.

Component	Percentage
Class Participation	10%
Reading Reflections	15%
Individual Assignments	15%
Sketching Project	10%
Group Design Project	40%
Final Exam	10%
TOTAL	100%

Course Schedule

<u>Week</u>	<u>Topic</u>
Week 1	L0: Course Introduction L1: What is Design?
Week 2	L2: UCD Process
Week 3	L3: User Research 1
Week 4	L4: User Research 2
Week 5	L5: Personas, Scenarios, Storyboards
Week 6	L6: Ideation & Sketching
Week 7	L7: Prototyping
Week 8	L8: Evaluation
Week 9	L9: Design Specifications
Week 10	L10: Trends in UCD
Week 11	Project Presentations L11: Course Wrap-Up
Finals	Online Final Exam

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