

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

## **HCDE 542: Theoretical Foundations**

Instructor: Mark Zachry, PhD  
Quarter/Year: Autumn 2012  
Course Schedule: Mondays and Fridays, 10:30AM-12:20PM

### **Course Description**

This course will introduce you to major theoretical perspectives from our field. By reading and writing about this material, you will have an opportunity to explore the complexities of interaction, communication, and technology as they are considered in influential theoretical frameworks. This exploration will include how communicative interaction has been differently defined and why these differences matter to people who study and produce work.

### **Course Objectives**

- Define and map differences among some of the major theories that are currently most influential within the community of scholars in our field.
- Explain and illustrate the implications of some of these theories on our perceptions of what texts, interfaces, and other designed artifacts are and how they function in human activity, organizations, and society at large: for example, to transfer information, construct reality, regulate conduct, and create identity.
- Explain and illustrate the implications of some of these theories for people conducting research.
- Explain and illustrate the implications of some of these theories for professionals.

### **Grading and Assignments**

Final grades for this course will be reported using the standard grading system of the University of Washington. Numerical grades are equivalent to letter grades as shown below. Students must satisfactorily complete all assignments to earn a passing grade in this course.

3.9 - 4.0 A  
3.5 – 3.8 A-  
3.2 – 3.4 B+  
2.9 – 3.1 B  
2.5 – 2.8 B-  
2.2 – 2.4 C+  
1.9 – 2.1 C  
1.5 – 1.8 C-  
1.2 – 1.4 D+  
0.9 – 1.1 D  
0.7 – 0.8 D-  
0.0 E

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<b>Assignments</b>	<b>Percentage</b>
Participation (reading journal and in the classroom)	10%
Major Figure (Presentation with Summary)	15%
Discussion Session	10%
Short Paper	25%
Final Paper	40%

### **Course Schedule**

<b>Dates</b>	<b>Thematic Frame</b>
Week1	Frameworks for Approaching and Using Theory
Week 2	Frameworks for Approaching and Using Theory
Week 3	Theoretical Motivations
Week 4	Human-computer Interaction
Week 5	Human-computer Interaction / Interaction Design
Week 6	Interaction Design
Week 7	Interaction Design
Week 8	Knowledge Work
Week 9	Knowledge Work
Week 10	Knowledge Work
Week 11	Workshop
Finals	DUE: Final Paper