HCDE Class Projects

A Class Project is a real world, industry project conducted in an HCDE class, and it is a great way to involve HCDE faculty and students with your company. These projects generally are small in scale and can run anywhere from three weeks to an entire ten-week quarter. Class Projects are overseen by the instructor and are more structured than Capstone Projects.

Getting Started
If you have an idea for a project, you should identify a relevant course and when it is next offered by visiting our upcoming course page. Once you identify a course and quarter that you would like to propose a project for an instructor to include in a class, please email hcdecap@uw.edu to be connected with the instructor.

Example Project
Here is an example of a successful industry project in a class offered in HCDE: A local ecommerce vendor had developed a new shopping experience for visitors to its site. The design of the customer experience, however, was based on an unproven model. A UX manager at the ecommerce company contacted an instructor in an upcoming usability testing class, asking if students might be interested in designing and conducting user tests of the new prototype. The instructor agreed that such an experience would fit the learning goals of the class and created assignments that would align with class goals and provide potentially useful insights for the company. The company provided appropriate feedback at critical junctures in the quarter, as well as providing funds to make the user tests possible. At the end of the quarter, representatives from the company were invited to a class session for student presentations and they provided industry-perspective critiques of the classwork the students had engaged in.