

GLIS 627

User-Centered Design

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COURSE DESCRIPTION

THIS COURSE WILL PROVIDE AN INTENSIVE PROJECT-BASED INTRODUCTION TO INTERACTION DESIGN, ORIENTED TOWARD PRACTICAL METHODS FOR DESIGNING INTERACTIVE SYSTEMS. THE GOAL OF THIS COURSE IS TO PREPARE INFORMATION PROFESSIONALS CAPABLE OF PARTICIPATING IN THE DESIGN OF INFORMATION SYSTEM INTERFACES, THROUGH HANDS-ON EXPERIENCE WITH THE TECHNIQUES AND METHODS USED.

LEARNING OBJECTIVES

By the end of the course, you should be able to:

- Identify the principles and concepts of user-centered design
- Critically discuss the appropriateness of potential design methodologies and their applicability to different problems and contexts
- Gather useful information about users and their activities through systematic observation
- Demonstrate effective skill in employing design and evaluation methods
- Prototype a small system, using an iterative, user-centered design process
- Describe current trends in the field of human-computer interaction

COURSE MATERIALS

Please see the [timeline](#) for a complete listing of readings. All readings are available through the McGill Library or linked from the course website. We will cover a fair bit of the following book, which may wish to purchase (available from the bookstore or [amazon.ca](#). ~\$27):

Greenberg, S., Carpendale, S., Marquardt, N., & Buxton, B. (2011) *Sketching User Experiences: The Workbook*. Waltham, MA: Morgan Kaufmann.

INSTRUCTIONAL METHOD & COURSE TOPICS

Design fundamentals: In the first 6 weeks of the course, we will focus on the fundamentals of interaction design, including the design process, how to ideate and express design ideas, how to develop an understanding of users and their needs, how to convey those needs through sketching, storyboarding, personas, and scenarios, how to prototype design ideas for rapid feedback and iteration, and finally how to evaluate prototypes as part of an iterative design process.

Classes will consist of a mix of lectures (usually brief), class and small group discussions, and in-class design activities.

Seminar: For the remainder of the course, we will move from design skills to exploring seminal work on interactive systems and current and future trends in interaction design. The exact topics for this part of the course will be shaped with feedback from students, but may include: ubiquitous computing, social computing, design tools, input technology, design methods, crowdsourcing, visualization, accessibility, persuasive technology, collaborative technology, tele-presence, and

COURSE DETAILS

CLASS MEETING

Mon 2:35-5:25pm, SIS Rm 106

Note: 1st class in EDUC 216

INSTRUCTOR

[Dr. Karyn Moffatt](#), SIS 303C

Email:

karyn.moffatt@mcgill.ca

Phone: 514-398-1878

Office Hours: By appointment

QUESTIONS

Please post questions to the course discussion board

tangible interfaces.

Classes will consist of seminar-style discussion of topics. For each topic, a student will lead the class in discussion. Discussion of each topic will last approximately 45 minutes.

Studio: Across all 12 weeks of the course, a substantial portion of class time will be used as studio time for developing your course project, including giving and receiving peer critiques.

EVALUATION

The following provides a breakdown of the course deliverables and how they will be graded.

Detailed instructions are available on the [project](#) and [seminar](#) pages. You are expected to prepare for and participate in class. No late assignments will be accepted unless a physician's certificate is provided.

PAPER COMMENTARIES (SEMINAR) --- 25% OF FINAL GRADE

During the seminar component of the course, we will read and discuss two papers each week. You will submit a short commentary of each reading on the class discussion board. Detailed instructions are available on the [seminar](#) page.

LEADING THE CLASS DISCUSSION (SEMINAR) --- 15% OF THE FINAL GRADE

You will lead discussion for one class day (in the seminar component of the class). You do not need to submit a paper commentary the week you lead the discussion. Detailed instructions are available on the [seminar](#) page.

IN-CLASS PERFORMANCE (STUDIO AND DESIGN FUNDAMENTALS) --- 10% OF THE FINAL GRADE

You are expected to attend all classes and contribute to in-class activities and peer-critiques. You will be graded on how well you productively contribute to these activities.

DESIGN PROJECT --- 50% OF THE FINAL GRADE

A substantial component of this class will focus on a group design project spanning the entire term. This project will give you hands on experience with the techniques taught in class, and demonstrate how the techniques are used together as part of the design process. You will complete the project in teams of 2-3 members. The project will consist of a number of milestones, described on the [project](#) page. Deadlines are available from the [timeline](#). Fifty percent of the final project grade will be based on the final paper; however, substantial effort is required throughout the term to do well on the final paper.

MCGILL POLICY STATEMENTS

McGill University values academic integrity. Therefore, all students must understand the meaning and consequences of cheating, plagiarism, and other academic offences under the Code of Student Conduct and Disciplinary Procedures. (see www.mcgill.ca/students/srr/honest/ for more information).

L'université McGill attache une haute importance à l'honnêteté académique. Il incombe par conséquent à tous les étudiants de comprendre ce que l'on entend par tricherie, plagiat et autres infractions académiques, ainsi que les conséquences que peuvent avoir de telles actions, selon le Code de conduite de l'étudiant et des procédures disciplinaires (pour de plus amples renseignements, veuillez consulter le

site www.mcgill.ca/students/srr/honest/).

In accord with McGill University's Charter of Students' Rights, students in this course have the right to submit in English or in French any written work that is to be graded.

Conformément à la Charte des droits de l'étudiant de l'Université McGill, chaque étudiant a le droit de soumettre en français ou en anglais tout travail écrit devant être noté.

If you have a disability please contact the instructor to arrange a time to discuss your situation. It would be helpful if you contact the Office for Students with Disabilities at 514-398-6009 before you do this.

Additional policies governing academic issues, which affect students, can be found in the [McGill Charter of Students' Rights](#) .

EMAIL POLICY

To ensure that your emails are properly filed for prompt reading, include [627] in the subject line. If you send your email from mycourses the subject line will be correctly annotated for you. Email should only be used for correspondence of a personal nature. Clarification questions on content or class pragmatics should be posted to the discussion group.

Note that I do not read work related emails or the course discussion group over the weekend. Please consider this when preparing for assignments and exams.

STUDENT RESPONSIBILITIES

The in-class exercises are conducted in a team of 2-3 students without prior announcements. Students are expected to attend every class. There are no substitutions for missing in-class exercises. If you cannot attend class for any reason, you should talk or write to the instructor as soon as possible.

Some course materials covered in class may not be available on the course website. Students are expected to read the assigned materials and to actively participate in class discussions.

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