

# Web Syllabus Template

## Calendar Description

This course will introduce you to the principles and techniques for evaluating interactive computer-based information systems. Models and characteristics of human users will be examined with respect to how they pertain to usability and user experience. Methods and techniques for task analysis, user testing, analytic evaluation, and performance modeling will be examined and practiced through hands-on activities and assignments.

## Learning Outcomes

- Describe models and characteristics of human behavior as they pertain to usability.
- Critique and analyze existing interfaces, based on their adherence to usability principles and concepts.
- Match usability methods to appropriate contexts and scenarios for their application, comparing and contrasting their strengths and weaknesses.
- Carry out a usability evaluation, including planning and executing a test plan, and analyzing and reporting the results.

## Assessment\*

Assignment/Project/Quiz/Exam	% of grade	Ind or Group
Assignment (1)	15%	Individual
Take-home Quiz (3-4)	20%	Individual
Class Work (2-3)	5%	Individual
Project	50%	Group
Participation (In-class, Group Discussion, MyCourses Discussion, etc.)	10%	Individual

## Required Readings\*

Several chapters of the following books (eBook versions are available through the McGill Library):

Rogers, Y., Sharp, H., and Preece, J. (2011) Interaction Design: Beyond Human Computer Interaction (3rd Edition), Chichester, UK: John Wiley.

Carroll, J.M. (2003). HCI Models, Theories, and Frameworks. San Francisco, CA: Morgan Kaufmann Publishers.

## **Additional Comments (if needed)**

*\*note that readings and assignments can vary from year to year; updated detailed course outlines will be available on myCourses*