Summary
This course focuses on goal-directed design and interaction design, two subjects treated in depth in the Cooper book (see reference below). To practice these two methods, we propose a design challenge, which is to be carried out by a team of three students.

Content
Design methods for HCI
What is HCI: its aims and goals
Design thinking
Goal-directed Design
Mental model and different types of users
Qualitative research and user interviews
User modeling: persona and empathy diagram
Scenarios, requirements and framework design
Visual design
Information Visualization design
Basic prototyping methods for HCI
Storyboarding
Context scenario
Interactive prototype
Video prototype
Human computer interaction evaluation methods
Cognitive walkthrough
Heuristic evaluation
Evaluation with users

Keywords
Interaction design, design thinking, design for playfulness, rapid prototyping techniques, evaluation with users.

Learning Prerequisites
Required courses
Introduction to Visual Computing
Recommended courses
Open to students enrolled in the Master and PhD programs in IC.

Important concepts to start the course
Goal-direction design

Learning Outcomes
By the end of the course, the student must be able to:
• Interview users and elicit their needs using the goal-directed design method
• Design and implement interfaces and interactions
• Project management: set objectives and devise a plan to achieve them
• Group work skills: discuss and identify roles, and assume those roles including leadership
• Communication: writing and presentation skills

Teaching methods
Lectures, exercises, hands-on practice, design review

Expected student activities
Lectures, readings, design project, quiz

Assessment methods
Group project, presentation, mid-term exam

Resources
Bibliography
About Face 3: The Essentials of Interaction Design by Alan Cooper et al. (available as e-book at NEBIS)

Ressources en bibliothèque
• About Face 3