

CS-486

Human computer interaction

Pu Pearl

Cursus	Sem.	Type
Computer science	MA2	Opt.
Digital Humanities	MA2	Opt.
Mineur STAS Chine	E	Opt.
SC master EPFL	MA2, MA4	Opt.

Language of teaching	English
Credits	4
Session	Summer
Semester	Spring
Exam	During the semester
Workload	120h
Weeks	14
Hours	4 weekly
Courses	2 weekly
Exercises	1 weekly
Project	1 weekly
Number of positions	

Summary

User experience design is concerned with the usability and enjoyability of software products. This course teaches you the basic methods of user experience design (UX), and introduces you to design thinking.

Content**Basic concepts of human-computer interaction**

Definition of user experience design: what are its aims and goals
 Introduction to the goal-directed design method
 How to interview users
 How to identify design requirements after interviewing users
 How to design using context scenario and storyboarding methods
 How to perform usability testing

Basic concepts from cognitive science

How users interact with computers
 How users learn and how they memorize
 Human Perceptual Systems
 Visual Interface Design

Learning Prerequisites**Recommended courses**

Open to students enrolled in the Master and PhD programs in IC.

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 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 argumentation skills

Teaching methods

Lectures, written assignments, one design project

Expected student activities

Reading, case studies, peer discussions

Assessment methods

Written assignments, group project and project presentation

Supervision

Office hours	Yes
Assistants	Yes

Resources

Bibliography

About Face 3: The Essentials of Interaction Design by Alan Cooper et al. (available as e-book at NEBIS)
100 Things Every Designer Needs to Know about People by Susan Weinschenk (available as e-book at NEBIS)

Ressources en bibliothèque

- [100 Things Every Designer Needs to Know about People / Weinschenk](#)
- [About Face 3 / Cooper](#)

Moodle Link

- <http://moodle.epfl.ch/course/view.php?id=12291>