

User Centred Systems Design

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Agenda

- Human Computer Interaction
- · Goals with the Course
- · Introducing the Teachers
- · Practicalities about the Course





Goal of the Course

About the Course

The aim of this course is to provide practical knowledge in how one applies theories from human-computer interaction in the process to develop prototypes and system that focuses on usability.

- The course looks at how to explain and apply the usability concept in specification - design and evaluation work.
- It also deals with how to account for, categorise and compare different software engineering models.



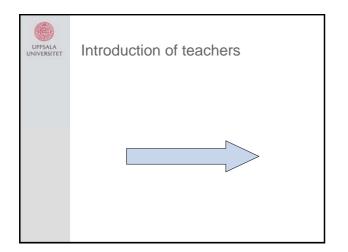
Content according to Course Syllabus, 5 credit course, page 1(2)

- Introduction to usability and user centred design.
- Introduction to software engineering and software engineering processes.
- Commercial software engineering processes and Rational Unified Process
- Agile development
- Analysis of the context of use
- Requirement specifications and analysis

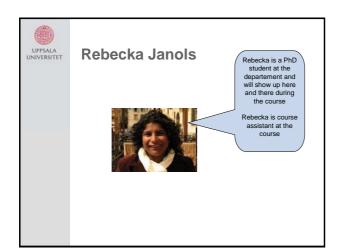


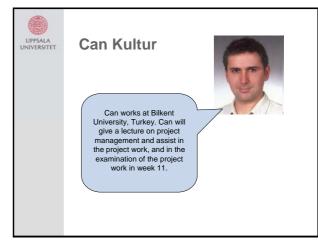
Content according to Course Syllabus, 5 credit course, page 2(2)

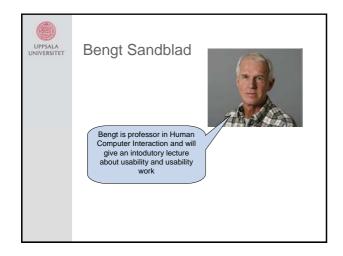
- Use cases
- Techniques for observation-interview, contextual design, prototyping and participatory design. Interaction Design from a process perspective
- Evaluation methods and the use of a usability lab.
- Specification of roles and processes for user centred system design.
- Project management and project work

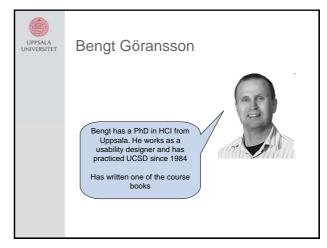










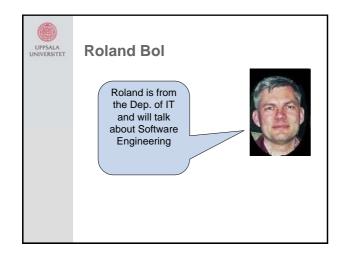


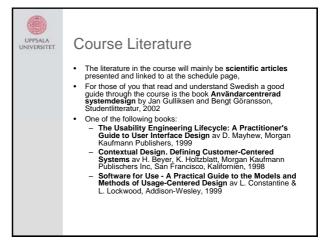














Ms Visio

 You will be using the Visio tool to model your requirements. These requirements can be downloaded from here:

http://hcid.soi.city.ac.uk/research/redepend/inde x.html username = redepend; password = redepend123. To get this to work they may have to install the following certificate:

The requirements engineering module will be examined by a specific assignment that will be submitted directly to Neil and corrected by him.



Examination

- To be approved for the credits of this course you need to
 - Actively participate in the lectures
 - Read the course literature
 - Perform the assignments
 - NB. No written examination



Examination

- 1 individual assignment
 - reflection on course content and your own work Requirements engineering assignment
- 1 project assignment (in groups, written and oral presentation)
- Home exam for higher grades

		Project 1 –	Project 2 –	Project 3 –	Project 4 –
		Customer from Metso	Customer from Uppsala University	Customer from SVA	Customer from Headlight
	Software for use – Constantine & Lookwood	Group 1	Group 4	Group 7	Group 10
	Contextual Design- Beyer and Holzblatt	Group 2	Group 5	Group 8	Group 11
	Usability Engineering LifeCycle – Meyhew	Group 3	Group 6	Group 9	Group 12