

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



Introduction of teachers



Åsa Cajander



Course responsible

Åsa has a PhD in HCI.
Previously IT consultant

14 years experience of IT,
usability and system
development.



Rebecka Janols



Rebecka is a PhD
student at the
department and
will show up here
and there during
the course

Rebecka is course
assistant at the
course



Can Kultur



Can works at Bilkent
University, Turkey. Can will
give a lecture on project
management and assist in
the project work, and in the
examination of the project
work in week 11.



Bengt Sandblad



Bengt is professor in Human
Computer Interaction and will
give an introductory lecture
about usability and usability
work



Bengt Göransson



Bengt has a PhD in HCI from
Uppsala. He works as a
usability designer and has
practiced UCSD since 1984

Has written one of the course
books

Lars Oestreicher

Lars has a PhD in HCI from Uppsala University

Lars will give a lecture on evaluation methods in HCI



Joakim Lööv

Joakim is very experienced and works a usability expert at Mawell

Joakim will give a lecture on Agile systems development



Neil Maiden

City University, London, U.K.

v. 10 mandatory requirements engineering course



Nils-Erik Gustafsson

Very experienced usability expert.

Will give lecture on techniques for observation-interview, contextual design, prototyping and participatory design.



Roland Bol

Roland is from the Dep. of IT and will talk about Software Engineering



Course Literature

- The literature in the course will mainly be **scientific articles** presented and linked to at the schedule page,
- For those of you that read and understand Swedish a good guide through the course is the book **Användarcentrerad systemdesign** by Jan Gulliksen and Bengt Göransson, Studentlitteratur, 2002
- One of the following books:
 - The Usability Engineering Lifecycle: A Practitioner's Guide to User Interface Design** av D. Mayhew, Morgan Kaufmann Publishers, 1999
 - Contextual Design. Defining Customer-Centered Systems** av H. Beyer, K. Holtzblatt, Morgan Kaufmann Publishers Inc, San Francisco, Kalifornien, 1998
 - Software for Use - A Practical Guide to the Models and Methods of Usage-Centered Design** av L. Constantine & L. Lockwood, Addison-Wesley, 1999

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/index.html> username = redepend; password = redepend123. To get this to work they may have to install the following certificate:
http://www.it.uu.se/datordrift/programvara/msdn_aa.
- 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 – Customer from Metso	Project 2 – Customer from Uppsala University	Project 3 – Customer from SVA	Project 4 – Customer from Headlight
Software for use – Constantine & Lockwood	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