# CSC318H1S
# Course Information Sheet

*User-centred design of interactive systems; methodologies, principles, and metaphors. Interdisciplinary design; the role of graphic design, industrial design, and the behavioural sciences. Interactive hardware and software; Typography, layout, colour, sound, video, gesture, and usability enhancements. Students work on projects in interdisciplinary teams.*

## Evaluation

- **(47%)** Phases of a group project in which you will research a problem space, ascertain user needs, design and create a prototype. You will work in groups of 5.
- **(30%)** Assignments: individual solutions to specific, constrained problems.
- **(14%)** Tutorials: 50-minute guided exercises that allow you to practice important skills. Earn marks through attendance and earnest participation.
- **(9%)** Blog entries: biweekly meaningful participation in a design
- **(+3%)** Bonus mark attained by attending 3 TUX talks this term.

|  | Description | Weight |
| --- | --- | --- |
| P1 | Group formation | 1% |
| P2 | Problem space and literature review | 4% |
| P3 | Research instruments script | 4% |
| P4 | Revised research instruments script | 2% |
| **A1** | **Harness new technology** | **10%** |
| P5 | Research summary and interpretation | 8% |
| **A2** | **Heuristic evaluation** | **10%** |
| P6 | Brainstorm and representative sketch | 4% |
| P7 | Prototype and usability testing script | 4% |
| P8 | Updated prototype and testing results | 8% |
| P9 | Final project presentation | 4% |
| **A3** | **Skin a wireframe** | **10%** |
| P10 | Write-up and project submission | 8% |
| Tutorials | Guided exercises or project work | 14% |
| Blogs | Meaningful design discourse | 9% |

**Course goals**
- Practice research methods for understanding user needs and practices
- Interpret raw data and create design artifacts (e.g., personas, experience maps, scenarios)
- Brainstorm, sketch and design prototypes that solve real user problems
- Evaluate prototypes (yours and others') for usability, learnability and usefulness
- Understand human cognition and perception

**Skills / Knowledge testing in the course**
- Group project (47%)
  - Research user needs in a particular problem domain
  - Interpret research into design guidelines
  - Ideate and create prototype
  - Evaluate prototype
  - Summarize project
- Individual assessments (30%)
  - Design a new interaction set for a recent technical innovation
  - Perform heuristic evaluation on an existing website or interface
  - Graphic and visual design
- Tutorial participation (14%)
  - Practice skills discussed in class, individually or in your project groups
- Blog posts (9%)
  - Meaningfully contribute to design discourse

**Prerequisite skills**
No required background, but any of the following an asset:
- Graphic design / image manipulation
- Technical writing
- Research and literature review experience
- Development, especially mobile or web
- Psychology or human cognition

**References and recommended reading**
- Interaction Design (4th Ed.) by Rogers, Sharp & Preece
- The Design of Everyday Things by Don Norman
- Don't Make Me Think (revisited) by Steve Krug
- 100 Things Every Designer Needs To Know About People by S. Weinschenk
- Simple and Usable by Giles Colborne