

## COURSE DESCRIPTION – ACADEMIC YEAR 2019/2020

<b>Course title</b>	<b>Human-Centered Computing</b>
<b>Course code</b>	73008
<b>Scientific sector</b>	INF/01
<b>Degree</b>	Master in Computational Data Science (LM-18)
<b>Semester</b>	1
<b>Year</b>	2
<b>Credits</b>	6
<b>Modular</b>	No
<b>Total lecturing hours</b>	40
<b>Total lab hours</b>	20
<b>Attendance</b>	Attendance is compulsory for students wanting to engage in the course work-based assessment. Non-attending students have to contact the lecturer at the start of the course to agree on the modalities of the independent study.
<b>Prerequisites</b>	None
<b>Course page</b>	<a href="https://ole.unibz.it/course/view.php?id=5707">https://ole.unibz.it/course/view.php?id=5707</a>
<b>Specific educational objectives</b>	<p>The course belongs to the type "caratterizzanti – discipline informatiche" in the curriculum "Data Analytics".</p> <p>The course is designed to give attending students first-hand experience of an interaction design project following the three basic steps of requirements elicitation, design and evaluation. Students will be provided with a general overview to research in Human-Computer Interaction, User-Centred Design and Social Innovation. In parallel, they will work on the design of a complementary digital currency for a scenario of their choice, systematically applying the lecture topics in group exercises and individual work. After successful attendance, the students are expected to acquire substantial professional skills and knowledge.</p> <p>Non attending students will cover the same scientific content and will be given a set of structured exercises to support the individual elaboration of professional skills.</p>
<b>Lecturer</b>	<a href="#">Antonella De Angeli</a>
<b>Contact</b>	POS 3.09, <a href="mailto:antonella.deangeli@unibz.it">antonella.deangeli@unibz.it</a> , +39 0471 016041
<b>Scientific sector of lecturer</b>	INF/01
<b>Teaching language</b>	English
<b>Office hours</b>	Thursday, 13-15
<b>Lecturing Assistant (if any)</b>	--
<b>Contact LA</b>	--
<b>Office hours LA</b>	--
<b>List of topics</b>	<ul style="list-style-type: none"> <li>• Week 1: Introduction to Human-Computer Interaction, Complementary digital currency, and Social Innovation. Course-work description and initial ideation.</li> <li>• Week 2: User Centred design. Ideation and creativity in practice.</li> </ul>

	<ul style="list-style-type: none"> <li>• Week 3: Conceptual design and Part Analysis. Restricting the design space.</li> <li>• Week 4: User requirements and low fidelity prototyping. Evaluating the decision.</li> <li>• Week 5: Interaction quality and design critique of scenarios and personas (Assignment 1)</li> <li>• Week 6: Design principles and heuristics (analytic evaluation)</li> <li>• Week 7: Cognitive processes (attention, perception and memory)</li> <li>• Week 8: Evaluation: user-studies</li> <li>• Week 9: High fidelity prototyping</li> <li>• Week 10: Evaluation: field studies. Revision.</li> </ul>
<b>Teaching format</b>	Service Learning with a mix of frontal lectures, hands-on activities, invited presentations, students' active engagement

<b>Learning outcomes</b>	<p>Knowledge and understanding:</p> <ul style="list-style-type: none"> <li>• D1.2 - Understanding of the skills, tools and techniques required for an effective use of data science</li> <li>• D1.9 - Knowledge of the challenges in the field of man-machine interface and of the methods and techniques for overcoming these challenges</li> </ul> <p>Applying knowledge and understanding:</p> <ul style="list-style-type: none"> <li>• D2.9 - Design, application and evaluation of technologies and tools for human-machine interaction, data exploration and data visualization</li> </ul> <p>Making judgments</p> <ul style="list-style-type: none"> <li>• D3.2 - Ability to autonomously select the documentation (in the form of books, web, magazines, etc.) needed to keep up to date in a given sector</li> </ul> <p>Communication skills</p> <ul style="list-style-type: none"> <li>• D4.1 - Ability to use English at an advanced level with particular reference to disciplinary terminology</li> <li>• D4.2 - Ability to present one's work in a clear and comprehensible way in front of an audience, including non-specialists</li> <li>• D4.3 - Ability to structure and draft scientific and technical documentation</li> <li>• D4.5 - Ability to interact and collaborate in the implementation of a project or research with peers and experts</li> </ul> <p>Learning skills</p> <ul style="list-style-type: none"> <li>• D5.2 - Ability to autonomously keep oneself up to date with the developments of the most important areas of data science</li> </ul>
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<b>Assessment</b>	The course is heavily project based and attendance is strongly recommended. Non-attending students will not be engaged in the practical project and alternative assessment method have been provided.
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	<p>Assessment for Attending students</p> <ul style="list-style-type: none"> <li>• <b>Group project work</b></li> <li>• Low fidelity prototyping in the form of personas and scenarios due November 4<sup>th</sup>. The groups will present their own solution in the class and participate to a design critique (20%)</li> <li>• Written project report done in groups (Max 10 page) to be delivered two week before the students sit the oral exam (40%).</li> <li>• Individual oral exam with presentation of the final prototype to evaluate the results of the project, test knowledge acquisition, and verify individual contribution to the group work (40%).</li> </ul> <p>Assessment for Non attending students</p> <ul style="list-style-type: none"> <li>• <b>Individual examination</b></li> <li>• Written exam: the students will be given a design topic and required to develop a user-centred methodology for it, engage in conceptual desig, low to mid-fidelity prototyping (50%)</li> <li>• Oral exam with evaluation of the written exam files, to test knowledge acquisition, and verify individual contribution to the group work (50%).</li> </ul>
<b>Assessment language</b>	English
<b>Assessment Typology</b>	Monocratic
<b>Evaluation criteria and criteria for awarding marks</b>	<p>Final mark for attending students:          Low fidelity prototype (20%) + Project report (40%) + Individual oral exam (40%).</p> <p>All parts must be sufficient to sit the oral exam          Evaluation Criteria for attending students:</p> <ul style="list-style-type: none"> <li>• Low fidelity Prototype and Project report: ability to work in a team, creativity, skills in critical thinking, ability to summarize in own words, methodological rigor.</li> <li>• relevant for assessment 3: clarity of answers, mastery of language (also with respect to teaching language), ability to summarize, evaluate, and establish relationships between topics;</li> </ul> <p>Written examination (50%)+ Oral examination (50%)          Evaluation Criteria for attending students:</p> <ul style="list-style-type: none"> <li>• Written exam: methodological rigor, creativity, skills in critical thinking, ability to summarize in own words, clarity of answers, mastery of language (also with respect to teaching language), ability to summarize, evaluate, and establish relationships between topics;</li> </ul>

	<ul style="list-style-type: none"> <li>• Oral Exam: clarity of answers, mastery of language (also with respect to teaching language), ability to summarize, evaluate, and establish relationships between topics;</li> </ul>
<p><b>Required readings</b></p>	<p>Key reading: Sharp, H., Rogers, Y., &amp; Preece, J. (2017). <u>Interaction Design: Beyond human-computer interaction</u>. New York: John Wiley &amp; Sons, Inc.          3<sup>rd</sup></p> <p>Selected papers will be suggested after each lecture.</p>
<p><b>Supplementary readings</b></p>	
<p><b>Software used</b></p>	<p>/</p>