

Schedule, Lecture overview and deadlines Human Factors (Mod04, CreaTe)

Draft plan – v1.2 – Arie Paul van den Beukel

3-March-2015

Book:

Designing Interactive Systems: A comprehensive guide to HCI, UX and interaction design, David Benyon, Pearson, 3rd edition (2013), ISBN-13: 9781447920113 (2013)

Wk	Literature	Date of lecture!	Lecture or meeting	Deadline/deliverable
1 (17) mo	Designing Interactive Systems, Benyon Lecture 1: Par. 1.1, 1.2, 1.5 > Why Human-centred Par. 2.1, 2.2, 2.3, 2.4, 2.5, 2.6 > PACT Par. 3.1, 3.2 > Method	21-Apr-15	[Lecture 1] Introduction to Ergonomics: mind the user 1. Administratieve informatie, Bb, Osiris, groepsindeling, planning, opdracht 2. Iteratieve ontwerp aanpak (sheets, Ch. 3) 3. PACT (Ch. 2) + 4. Scenario analyse 5. Functieanalyse + -allocatie (sheets, §1.2)	Subassignment: Scenario analyse + functieanalyse
2 (18) mo	Lecture 2: Par. 11.1, 11.2, 11.3 (Task analysis) Par. 4.1, 4.2, 4.3, 4.4, 4.5 (Usability + Design principles; Norman, Nielsen) Par. 8.1, 8.2 (Envisionment) story-boards, moodboards, navigation-maps, role-play, paperprototypes, etc.	28-Apr-15	[Lecture 2] Task analysis and interface design guidelines 1. Taakanalyse (HTA) Uitleggen hoe dit gebruikt wordt in het vak, het boek geeft alleen veel mogelijkheden. 2. Programma van Eisen opstellen (kort, oefening tussendoor). (sheets) 3. heuristieken & interface usability design guidelines (Ch. 4) 4. (Paper-)Prototyping (8.1, 8.2)	Uitwerken eerste versie interface (tot paperprototype) Paperprototype ready before: 12-May-2015
3 (20!)	Par. 10.2 (Expert evaluation)	12-May-15	[Practicum] Heuristische evaluatie 1. Korte uitleg/instructie proces van heuristische evaluatie + Gang van zaken rest v/d middag	Report results heuristic evaluation (incl peer- review) deadline: May, 19th
4 (21)	Lecture 3: Par. 5.1, 5.2, 5.3, 5.4 (Experience; pleasure, aesthetics) Par. 9.1, 9.2, 9.3, 9.5, 9.6 (Design: Conceptual design, metaphors, etc.) Par. 14.1, 14.4, 14.5 (Visual; interaction styles, feedforward, error-prevention, overview, recognition rather than recall, consistency, etc.) Chapter 21 (mobile) Chapter 8 Envisionment 8.3, 8.4 Syllabus/ Tutorials Axure	19-May-15	[Lecture 3] Designing the user interface 1. Experience design (Ch. 5) 2. GUI (Ch. 9) 3. Mobile interfaces (Ch. 21) Universal principles of design, extra reading material [ZELFSTUDIE] interface prototyping 1. Different prototyping methods 2. Software recommendation for mid-fi prototypes: Axure (Tutorials available)	

5 (22)	Par. 10.3, 10.4 Evaluation Ch. 7: Techniques for <u>understanding</u> and assessment of usability (observation, questionnaires, etc.)	26-May-15	Lecture 4] Use evaluation 1. Gebruiksevaluatie (Brecht Daams?) 2. Opzetten 3. Uitvoeren 4. Verslag requirements/onderdelen	Voorbereiden expert review Uitwerken tweede versie interface (uitwerken tot functioneel prototype in Axure)
6 (23)		2-Jun-15	[Practicum] Expert review (2 sessies na elkaar) + feedback op ontwerp en aanpak evaluatie	Uitwerking resultaten
7 (24)		9-Jun-15	[Vragenuurtje] Tentamenvoorbereiding	
8 (25)		16-Jun-15	Conduct Usability test (to be self-organized by groups) [let op! 18-6 staat toets in het rooster voor CreaTe]	
9 (26)		23-Jun-15	Tentamen datum moet nog vastgelegd	Eind week 9 [Verslag inleveren] (volgens template); iteratief ontwerpen + resultaten en aanbevelingen n.a.v. gebruikstest
10 (27)		30-Jun-15		