



Sungkyunkwan University (SKKU) International Summer Semester (ISS) 2024

Human-Computer Interaction

Prof. Priyank Chandra, University of Toronto

SHORT COURSE DESCRIPTION

This course provides an introduction to human-computer interaction (HCI). The goals of this course are twofold: first, students will be acquainted with basic concepts and theories from human-computer interaction, and second, students will learn to practically design and prototype interactive systems that address real human problems.

READING MATERIALS

Recommended Textbook: Judith S. Olson and Wendy A. Kellogg. 2014. Ways of Knowing in HCI. Springer Publishing Company, Incorporated.

This book is not compulsory. Reading materials (as pdfs) will be uploaded before the start of ISS.

COURSE REQUIREMENTS AND GRADING

The classes will consist of lectures, discussions, and design exercises. Students are expected to complete assigned readings before class and actively participate in discussions and activities. Attendance at all classes is required, as each session builds upon the previous ones.

Grading:

- Attendance/Class Participation: 20%
- Design Project:
 - Proposal: 10%
 - Design Process: 40%
 - Presentation: 10%
- Reflections: 20%

COURSE SCHEDULE

– WEEK I –

Monday (1 July): Course Overview and Introduction to HCI

Tuesday (2 July): Human Factors and Ergonomics

Wednesday (3 July): User-Centered Design

Thursday (4 July): Methods in HCI

– WEEK II –

Monday (8 July): The Design Process

Tuesday (9 July): Ethics in HCI Research

Wednesday (10 July): Understanding Context

Thursday (11 July): Prototyping Techniques

– WEEK III –

Monday (15 July): Values in Design

Tuesday (16 July): Accessibility and Inclusive Design

Wednesday (17 July): Distributing Cognition and Collaboration

Thursday (18 July): Evaluation and User Testing

– WEEK IV–

Monday (22 July): Critical Design and Reflective HCI

Tuesday (23 July): Design Presentation / Critique

Wednesday (24 July): Course Wrap-up - Future Directions