



# DH2408 Evaluation Methods in Human-Computer Interaction 6.0 credits

## Utvärderingsmetoder inom människa-datorinteraktion

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Course syllabus for DH2408 valid from Spring 10

This is a translation of the Swedish, legally binding, course syllabus.

**Grading scale:** A, B, C, D, E, FX, F

**Education cycle:** Second cycle

**Main field of study:** Computer Science and Engineering, Information Technology, Information and Communication Technology

### Intended learning outcomes

The goal of the course is that students that has completed the course should be able to:

- discuss the theoretical background of evaluation of usability in the area of human-computer interaction
- know how usability investigations are used in industry in different stages of a product development process
- have practical experience of planning, performing, and reporting different types of usability evaluations
- to choose a suitable evaluation method based on a specific problem and environment
- judge the possibilities and limitations of different methods
- communicate results from usability evaluations in a useful way for a team of product developers

so that they will be able to

- discuss usability issues and be able to realise the purpose of doing usability evaluations in different stages of a product development process
- perform evaluations within the human-computer interaction area on their own
- review the quality of the results from an usability evaluation that someone else has done.

### Course main content

Theoretical framework for evaluation of usability covering different categories or types of evaluation methods. The course will treat methods more adapted to the user category and how the system is used. Generalization and limitations of evaluation methods will be discussed. Lab work applying different evaluation methods on different artefacts, user groups and situations will be performed in a lab environment as well as in field. The lab work follows the evaluation process which is based on planning, performing, analyzing, and documenting an evaluation.

### Language of instruction

Language of instruction is specified in the course offering information in the course and programme directory.

### Eligibility

Single course students: 90 university credits including 45 university credits in Mathematics and/or Information Technology and the courses DD1337 Programming and DH1620 Human-Computer Interaction, Introductory Course or equivalent.

## Literature

Meddelas på kursens hemsida senast 4 veckor före kursstart. Senast kursomgång användes J. Rubin: Handbook of usability testing.

## Examination

- INL1 - Assignment, 6.0 credits, grading scale: A, B, C, D, E, FX, F

In this course all the regulations of the code of honor at the School of Computer science and Communication apply, see: [http://www.kth.se/csc/student/hederskodex/1.17237?l=en\\_UK](http://www.kth.se/csc/student/hederskodex/1.17237?l=en_UK).

## Requirements for final grade

Assignment (INL1; 3 university credits.). Laboratory assignments (LAB1; 3 university credits). Written and oral report from the lab work including a comprehensive report covering planning, issue of study, performance, analysis, results, design suggestions, and reflections.