



DH2408 Evaluation Methods in Human-Computer Interaction

6.0 credits

Utvärderingsmetoder inom människa-datorinteraktion

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

If the course is discontinued, students may request to be examined during the following two academic years

Establishment

Course syllabus for DH2408 valid from Spring 2019

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

Language of instruction

The language of instruction is specified in the course offering information in the course catalogue.

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 contents

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.

Specific prerequisites

Single course students: At least two years of studies in media technology, computer science, information technology or comparable and the courses DD1337 Programming and DH1620 Human-Computer Interaction, Introductory Course or equivalent.

Course 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

Based on recommendation from KTH's coordinator for disabilities, the examiner will decide how to adapt an examination for students with documented disability.

The examiner may apply another examination format when re-examining individual students.

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.

Other 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.

Ethical approach

- All members of a group are responsible for the group's work.
- In any assessment, every student shall honestly disclose any help received and sources used.
- In an oral assessment, every student shall be able to present and answer questions about the entire assignment and solution.