MGA 670 - Foundations of Human-Computer Interaction (5 ECTS), Spring 2017 (16 weeks)

Lecturers:
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Contact Details:
All email communication regarding this course should be sent to ilja.smorgun@idmaster.eu CC'ing david.lamas@idmaster.eu. Special online "office hours" can be set up for group and individual mentoring and those will be conducted through Google Hangouts.

Course objectives:
The goal is to introduce the body of knowledge of Human-Computer Interaction (HCI) to students.

Course content:
The course's structure is spread over 8 sessions (2 weeks apart).

The course addresses:

- An introduction to HCI covering the field's genesis and evolution;
- Contemporary trends;
- Cognitive modelling;
- Distributed cognition;
- Situated action, ethnography and ethnomethodology, CSCW related theories and frameworks, activity, grounded and hybrid theories;
- Turn to Design and Culture;
- Turn to the wild, and Embodiment.

Learning outcomes:
Students:

- Are aware of the genesis and evolution of the field of HCI as well as its contemporary trends;
- Grasp the theoretical foundations at play in HCI; and
- Are able to situate theory in practice.

Workload:
This course is delivered online. Activities are organised in bi-weekly modules, each focusing on specific topics.

In order to successfully conclude this course, students are required to individually:

- Take part in all online activities;
- Actively engage and deliver the results of 7 individual assignments; and
- Actively engage and deliver the results of 7 group assignments.

Expected individual work activities:
This course relies on a significant amount of independent work (individual and in groups) for each module.

Expected group work activities:
For modules 1-7 students will need to form groups to work on group assignments. Students will be asked to form new groups for each assignment.

Assessment criteria:
The final quotation is calculated based on intermediary assignments on topics as such:

	Individual assignment	Group assignment
M0	5%	-
M1	10%	5%
M2	10%	5%
M3	10%	5%
M4	10%	5%
M5	10%	5%
M6	10%	5%
M7	-	5%
Total	65%	35%

All assignments are compulsory and will be marked with Pass/Fail.

Compulsory Literature:
Rogers, Y. (2012). HCI theory: classical, modern, and contemporary. Synthesis Lectures on Human-Centered Informatics, 5(2), 1-129.

Replacement Literature:
Jacko, J. A. (2012). Human-Computer Interaction Handbook: Fundamentals, Evolving Technologies, and Emerging Applications.

Synchronous activities:

The course will be delivered fully asynchronously. Students can use either synchronous or asynchronous means of communication when working on group assignments.

Pedagogical script:
Activities are organised in bi-weekly modules, each focusing on specific topics, and students are requested to engage in both preparatory readings and follow up activities.

Session	**Topic**	**Activities**	**Tools**
Module 1: (23.01-05.02)	Genesis and evolution of HCI	An individual introduction to Human-Computer Interaction through the eyes of John Carol and Jonathan Grudin, two references in this field.	Google Classroom
Module 2: (06.02-19.02)	Contemporary trends (introduction	(individual assignment) Quick and Dirty Review of contemporary research trends by selecting and reviewing 20 papers from the latest HCI conferences.	Google Classroom
	Contemporary trends (discussion)	(group assignment) Cooperatively mapping contemporary research trends. You will need the results of the individual assignment as input for the group work.	Google Classroom
Module 3: (20.02-05.03)	Cognitive modelling (introduction)	(individual assignment) You will need to read book chapter(s) and/or assigned papers individually and deliver a concept map based	Google Classroom

		on these readings before the contact session.	
	Cognitive modelling (discussion)	(group assignment) Discussion of the readings. Group case-study on the topic, presentation of the group work.	Google Classroom
Module 4: (06.03-19.03)	Distributed cognition (introduction)	(individual assignments) You will need to read book chapter(s) and/or assigned papers individually and deliver a concept map based on these readings.	Google Classroom
	Distributed cognition (discussion)	(group assignments) Discussion of the readings. Group case-study on the topic, presentation of the group work.	Google Classroom
Module 5: (20.03-02.04)	Situated action, ethnography and ethnomethodology, CSCW related theories and frameworks, activity, grounded and hybrid theories (introduction)	(individual assignments) You will need to read book chapter(s) and/or assigned papers individually and deliver a concept map based on these readings.	Google Classroom
	Situated action, ethnography and ethnomethodology, CSCW related theories and frameworks, activity, grounded and hybrid theories (discussion)	(group assignments) Discussion of the readings. Group case-study on the topic, presentation of the group work.	Google Classroom

Module 6: (03.04-16.04)	Turn to Design and Culture (introduction)	(individual assignments) You will need to read book chapter(s) and/or assigned papers individually and deliver a concept map based on these readings.	Google Classroom
	Turn to Design and Culture (discussion	(group assignments) Discussion of the readings. Group case-study on the topic, presentation of the group work.	Google Classroom
Module 7: (17.04-30.04)	Turn to the wild, and Embodiment (introduction)	(individual assignments) You will need to read book chapter(s) and/or assigned papers individually and deliver a concept map based on these readings.	Google Classroom
	Turn to the wild, and Embodiment (discussion)	(group assignments) Discussion of the readings. Group case-study on the topic, presentation of the group work.	Google Classroom
Module 8: (01.05-14.05)	HCI revisited	(group assignment) Discuss and compose a coherent concept map based on the individual maps. (group assignment) Group presentations of the concept maps. Reflection and discussion.	Google Classroom