Course code: IFI7310.DT	USER EXPERIENCE	EVALUATION	
ECTS credits: 4 (ECTS)	Amount of Sessions: 7 sessions	Teaching semester: Spring 2022	Assessment form: Examination.
Course objectives:	The goal of the course is to highlight the experiential, affective, meaningful and valuable aspects of human-computer interaction as a complement to pragmatic attributes such as utility, ease of use and efficiency of the system.		
Brief description of course content: (including the description of the independent work)	The course will describe common procedures of user experience (UX) evaluation and introduce most relevant methods, tools, metrics and criteria.  Each student is required:  Elaborate 5 individual essays  Participate in the 4 group assignments  Participate in one overall reflection assignment in session 7 (i.e. synchronous present and defence the work done, as required in the programme regulations)		

Learning Outcomes:	Learning Outcomes: After successfully completing the course students will know:  Recognize the main user experience concerns and usability metrics.  How to apply its criteria and recommendations.  How to assess user experience concerns and usability metrics  How to cater for evaluating the user experience of the main features in user-centered design processes.  How to report the evaluation criteria and provide recommendations	
Assessment Methods:	Examination.  Weight of different activities in final grade:  4 group assignments (35%) + 5 individual assignments (35%) + report and presentation (25%) + participation (5%)  Required total score to pass the course is 60%	
Teacher(s):	Sónia Sousa and Mustafa Can Özdemir	
Subject name in Estonian:	Kasutajakogemuse hindamine	
Prerequisite subject(s):	None.	

Compulsory Literature:	There is no required literature in the sense of a physical book.  A list of reading materials (research articles) will be assigned by the teachers and provided on the course's web resources.	
Replacement Literature:	Elizabeth Goodman, Mike Kuniavsky, Andrea Moed. 2012. Observing the User Experience, Second Edition: A Practitioner's Guide to User Research. Virpi Roto, All About UX, <a href="http://www.allaboutux.org/">http://www.allaboutux.org/</a> Marc Hassenzahl, User Experience and Experience Design, <a href="http://www.interaction-design.org/encyclopedia/user_experience_and_experience_design.html">http://www.interaction-design.org/encyclopedia/user_experience_and_experience_design.html</a> Tullis, 2008. Measuring the User Experience: Collecting, Analyzing, and Presenting Usability Metrics. Bergstrom, J., R., Schall, A., J. 2014. Eye Tracking in User Experience Design	
Participation and Exam requirements:	Students are required to participate in 70% out of the foreseen activities, to synchronously defend the work done at the end of the semester (Session 7: 11/04-24/05) and be graded 60% or more.	
Independent work:	<ul> <li>Expected 5 group work activities: Students are required to</li> <li>Participate and report on UX evaluation metrics (group activity);</li> <li>Participate in group activities.</li> <li>Participate and report on an evaluating user experience workshop (group activity);</li> <li>•</li> </ul>	

	Expected 6 individual activities: Students are required to:  To elaborate on six readings activities (individual activity).
Grading criteria scale or the minimum level necessary for passing the subject:	The criteria of passing the course are based on total scores of all course activities, each of which are scored as follows:  90-100% of the work is done - excellent: outstanding work with only a few minor errors.  80-90% of the work is done - very good: above average work but with some minor errors.  70-80% of the work is done - good: generally good work with a few notable errors.  60-70% of the work is done - satisfactory: reasonable work but with significant shortcomings.  50-60% of the work is done - sufficient: passable performance meeting the minimum criteria.  less than 50% of the work is done - fail: more work is required before the credit can be awarded.

## **Course content:**

The course's structure is spread over 7 sessions (14 days apart). The course consists of the following modules:

Date	Course content by topic	
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Session 1	02/02-15/02	Evaluating the User experience - Introduction
HW	Individual Reading 1	<ul> <li>Read the pedagogical script</li> <li>See the introduction video</li> <li>Form the groups</li> <li>Read 1: Collecting, Analyzing, and Presenting Usability Metrics.</li> </ul>
Session 2	16/02-01/03	<ul> <li>Evaluation of Concepts with interviews</li> <li>Lecture on interviews (planning questions and methods)</li> <li>AXE, sentence completion, contextual laddering methods</li> </ul>
HW	Individual Reading 2 + Group work 1	<ul> <li>Read 2: AXE, sentence completion, contextual laddering methods</li> <li>Draft an interview protocol (Participants + questions and methods) using</li> </ul>
Session 3	02/03-15/03	Evaluation of Concepts - analysis and reporting  Individual, open interviews, group interviews (focus group)  AXE (Anticipated Experience Evaluation)  Sentence Completion  Contextual Laddering method  Data analysis and report
HW	Individual Reading 3 +Group work 2	<ul> <li>Read 3: Usability test approaches (book)</li> <li>Group - Evaluating Low-Fi prototypes with interview approaches         <ul> <li>Data collection, analysis and report</li> </ul> </li> <li>Synchronous mentoring meeting 1</li> </ul>
Session 4	16/03-29/03	Evaluation of Low-Fi <b>prototypes</b> with task-driven approaches  • Task-driven, think-aloud evaluation methods

		<ul> <li>Qualitative data analysis</li> <li>questions, session time,</li> <li>stimuli (first impression, episode, long use)</li> <li>participants (number, demographics, profile,)</li> <li>method</li> </ul>
HW	Individual Reading 4 + Group work 3	<ul> <li>Read 4: Task-driven, think aloud and Wizard of OZ + book</li> <li>Group - Evaluating Low-Fi prototypes with Task-driven approaches Prepare the Task-driven protocol (Participants + tasks and data collection) using Task-driven, think aloud, Wizard of OZ methods</li> </ul>
Session 5	30/03-12/04	Evaluation of Functional <b>prototypes</b> - Usability test approaches     Lecture on user testing with 4-6 participants (1h)     Planing a usability test (1h)
HW	Individual Reading 5 + group work 4	Read 5: SUS, AttrakDiff methods  Group - Evaluating Functional prototypes - usability test approaches - prepare the evaluation protocol  • Synchronous mentoring meeting 2
Easter break	13/04-26/04	Reading and Reflection Week
Session 6	27/04-10/04	<ul> <li>Evaluation of Functional prototypes -</li> <li>Pilot the evaluating Hi-FI (1h)</li> <li>time to task, number of errors, pragmatic satisfaction, pleasure, trust, attractiveness, (1h)</li> <li>Collect the data</li> <li>Quantitative data analysis (1h)</li> <li>How to report? (1h)</li> </ul>

HW	Individual Reading 6 + group work 5	Read 6: data analysis and report (Book) Group - Evaluating Functional prototypes - usability test approaches - data collection and present the pilot study results
Session 7	11/04-24/05	<ul> <li>Evaluation protocol and data collection</li> <li>Interpretation of the results - design suggestions</li> </ul>
HW	Final assessment and reflections	<ul> <li>Functional prototypes report</li> <li>Overall reflection and evaluation defence (synchronous session) (both)</li> </ul>

Instructor: Sónia Sousa, sonia.sousa@idmaster.eu

**Teaching support:** Mustafa Can Ozdemir, <u>mustafa@idmaster.eu</u>

**Contact Details:** All email communication regarding this course should be sent to Mustafa Can Ozdemir (<a href="mustafa@idmaster.eu">mustafa@idmaster.eu</a>) cc'ing <a href="mustafa@idmaster.eu">sonia.sousa@idmaster.eu</a>. If needed special online "office hours" will be set up for the group and individual mentoring and those will be conducted through Google Hangouts.