

Syllabus

1. Course Title, style, and credit:

User Engineering (x)lecture, () Discussions ()practice], 2 credit

2. Appropriate grade level and Eligible Departments:

(x)1, (x)2, (x)3, (x)4, ()5: (x)School of Cultural Sciences, (x) All Departments, (x) Other

3. Lecturer(s): Masaaki Kurosu

Contacts to the lecturer (e-mail address, Tel and Fax numbers, and the office):

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4. Time:

About once per month, 6 hours (from 13:00-19:00) a mixture of lecture, seminar, presentation and discussion will be held for 4 times, basically on Friday. This will amount to total of 24 hours that is almost equivalent to 90min x 15times lectures.

5. Place:

NIME R&D Building 8F, Students Room

6. Prerequisites and Styles

It is recommended that students should have the basic understanding of psychology, human factors engineering, computer science and design. Furthermore, English is a fundamental skill required for students who take this course, besides the lecture will be held in English if there were foreign students.

7. Contents:

Basic understanding of the usability engineering with an advanced concept of user engineering that was originally developed by Kurosu. Students will learn about the concept of usability and the design process to achieve the usability, then will learn how it will be extended to the user engineering. They will also learn about the methodology of user engineering: user research, requirement engineering, interface design and evaluation.

8. Course objectives:

1. Students should understand that the user engineering concerns the goal achievement of users by providing adequate artifacts.
2. Basic concepts of usability should be understood clearly.
3. Students should become to be able to use basic methods of user engineering whenever applicable.
4. Students will have to hold their own perspectives toward the future of the user engineering.

9. Schedule:

- (1) Finding usability problems
- (2) Understanding the necessity for acquiring basic knowledge about human characteristics.

- (3) Minimal knowledge about the psychology and the human factors engineering.
- (4) What kind of problems may arise from the basic characteristics of human being.
- (5) How such knowledge and skills should be included in the design process.
- (6) History of HCI (Human Computer Interaction)
- (7) Basic concepts of HCD and ISO13407 and other related standards.
- (8) Evaluation methods and their application to real world problems.
- (9) Upper process of design and methods that can be used there.
- (10) Method for summarizing the requirement.
- (11) Paper-prototyping and usability testing.
- (12) Iterative design.
- (13) The lifecycle and the long term usability (LTU).
- (14) Multi-disciplinary approach: why it's necessary and how it should be conducted.
- (15) Relationship between the organizational culture and the usability.

10. Lecture materials and readings

Text book is "Introduction to User Engineering" by Kurosu et al. Kyoritsu Publishing, 1999 (in Japanese)

But if there be foreign students in the class, I will use books in English instead.

11. Grades:

Every time after Soken Usability Day, students are requested to submit the report (total of 4 times).

Hence, attendance is important.

12. Notes

None.