IMT2072 Ergonomics in Digital Media - 2011-2012

Course code:
IMT2072

Course name:
Ergonomics in Digital Media

Course level:
Bachelor (syklus 1)

ECTS Credits:
10

Duration:
Autumn

Language of instruction:
Norwegian

Expected learning outcomes:
Knowledge

- On human factors and user-needs.
- Of methods and techniques for user centered design of interactive systems.
- Of methods for evaluations of usability of interactive systems.

Skills

- Can plan and contribute in projects where user-centred methods are applied.
- Can initiate and perform evaluations of usability

General knowledge

- Knows the arguments and methods to increase accessibility of systems and services.
- Have general competence on the life cycle of system-development, and the need for user-centered approaches.

Topic(s):

- Human-centered technology
- Usability principles
- Human memory and information processing
- Metaphors and idioms
- Information structure and navigation
- Standards and guidelines in usability engineering
- The life cycle of usability engineering
- Personas
- Scenario techniques
- Formative-iterative usability testing
- Heuristic evaluation and expert evaluation
- Universal design

Teaching Methods:
Essay
Lectures
Project work

Form(s) of Assessment:
Written exam, 4 hours
Evaluation of Project(s)

Form(s) of Assessment (additional text):
Written Exam, 4 hours (counts 60%)
Essay or Project Report (counts 40%). Each part must be individually approved of.

Grading Scale:
Alphabetical Scale, A(best) – F (fail)

Tillatte hjelpemidler:

Coursework Requirements:
None

Academic responsibility:
Faculty of Computer Science and Media Technology

Course responsibility:
Høgskolelektor Eivind Arnstein Johansen

Teaching Materials:

- Benyon, David (2010): Designing Interactive Systems: A Comprehensive Guide to HCI and Interaction Design, 2/e, Addison-Wesley

- Norman, Donald A. ([1988] 2002). The design of everyday things. New York: Basic Books

Publish:
Yes