User Research Methods

使用者研究方法

Spring 2023

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Schedule: Mondays, 14:20-17:20pm
Location: CTM R406
Office Hour: By appointment.

This syllabus is subject to change.

Description

This course is designed to teach students the basic methods of user research, commonly used in both industry and academia. Research in the field of human-computer interaction (HCI) tends to employ mixed methods to study how people interact with a variety of technology artifacts, products, and/or services across different contexts. Mixed methods refer to both qualitative (e.g., observation, interview, contextual inquiry) and quantitative methods (e.g., survey design, lab experiment, social network analysis).

Through in-class lectures, discussions, and activities as well as individual and team assignments, students are expected to present a project at the end of semester in the form of a formal paper, which follows the format of ACM major conferences. The final project/paper can be either research-focus (i.e., hypotheses testing) or design-focus (i.e., functional prototype) that adopts the research method(s) taught in class.

Course Objectives

Students who take this course will be able to:
1. Learn the fundamental user research methods commonly used in human-computer interaction research, both qualitative and quantitative research methods.
2. Practice critical thinking via paper reading and interpretation.
3. Practice using the methods through individual assignments, in-class activities and final group project.
4. Be aware of and understand potential ethical issues involved in conducting research involving human subjects in the field of HCI.

Grading and Assignments

- Course Participation 15%
- Group Assignments 60%
- Individual Assignments 25%

Required Readings

Complete list available on Google Drive.

Attendance and Participation

You are expected to complete the assigned readings and weekly research journal before class each week. Attendance at all classes is required, and unexcused absences will affect your class participation grades.

Tentative Schedule

Week	Date	Topics
1	2/13	Course Introduction; Ice-Breaker
2	2/20	Fundamentals of HCI Research I
3	2/27	*No Class: 228 Memorial Holiday*
4	3/6	Fundamentals of HCI Research II
5	3/13	Observation, Interviews, and Focus Group
6	3/20	
7	3/27	Student Presentation of Semester Project Topics
8	4/3	*No Class: Tomb Sweeping Holiday*
9	4/10	• Research Ethics, Participatory Design, Value Sensitive Design (4/10, 4/17) • User Research in Industry vs. Academia: *Guest Lecture* (4/17)
10	4/17	
11	4/24	Self-Organized Field Study Trip
12	5/1	Field Experiment and Survey Design
13	5/8	
14	5/15	Diary Study, Artifact Analysis & Visual Data Analysis
15	5/22	
16	5/29	Sensor-Based Data Collection & Experience Sampling
17	6/5	
18	6/12	Final Project Presentation