User Research Methods

使用者研究方法

Spring 2024

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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).

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

- In-Class Participation
- Individual Assignments
- Peer Evaluation
- Group Assignments

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.

Policy Regarding Use of AI

Students may use ChatGPT to assist their learning and assignments for this class. However, each student is required to submit two written statements to indicate how ChatGPT is used: (1) to prepare their assignments, and (2) to assist any learning activities throughout this course. First statement needs to be submitted together with each individual/group assignment while the second statement is due at the end of the semester. If you do not use ChatGPT, simply put "none" or "not available" in this statement.

Tentative Schedule

Weeks	Topics
1	Course Introduction; Ice-Breaker
2	Fundamentals of HCI Research I
3	Fundamentals of HCI Research II
4	Observation, Interviews, and Focus Group (1)
5	Research Ethics, Participatory Design, Value Sensitive Design (1)
6	User Research in Industry vs. Academia: Guest Lecture Talk *(tentative)*
7	Field Experiment and Survey Design (1)
8	Diary Study, Artifact Analysis & Visual Data Analysis (1)
9	Group Project Refinement (*data collection buffer week)*
10	Sensor-Based Data Collection & Experience Sampling (1)
11	Observation, Interviews, and Focus Group (2)
12	Research Ethics, Participatory Design, Value Sensitive Design (2)
13	Field Experiment and Survey Design (2)
14	Diary Study, Artifact Analysis & Visual Data Analysis (2)
15	Sensor-Based Data Collection & Experience Sampling (2)
16	UXR Interview in Action