## **Empirical research methods in user-centered design**

## Draft timetable

Date	Session	Topic/s	Readings	Comments
8 March DC:310	1	Introduction The scientific method	Rosnow and Rosenthal, Chapter 1	
KI 13-16		Qualitative and quantitative research How it all fits together	Chalmers	
<b>15 March</b> DC:567 Kl 13-16	2	Heuristic evaluation and collaborative heuristic evaluation	Petrie and Buykx	Don't want to have a series of very theoretical sessions at the beginning, so will spread out the theoretical bits
<b>22 March</b> DC:243 Kl 13-16	3	User-centred design, participatory design, scenario-based design, Hierarchical Task Analysis	Rosson and Carroll	I think we can do half a session on theory, and then half a session on a technique like HTA
<b>29 March</b> DC:243 Kl 13-16	4	Card sorts, affinity diagrams Interviews, focus groups, interviews in the wild	Cairns and Cox, Chapter 2 Lazar et al, Chapter 8 Petrie, Power, Cairns, Seneler	

5 April	Х			No class, Easter coming!
<b>12 April</b> DC:243 Kl 13-16	5	Questionnaires – creating your own, using standard questionnaires	Cairns and Cox, Chapter 2 Lazar et al, Chapter 8	
19 April	X			No class, Helen in London for a meeting
<b>26 April</b> DC:243 Kl 13-16	6	Contextual inquiry Ethics of working with humans	Beyer and Holtzblatt Petrie Lazar et al, Chapter 14	
<b>3 May</b> DC <b>:</b> 567 Kl 13-16	7	User studies – experimental and non-experimental designs	Cairns and Cox, Chapter 1 Lazar et al, Chapter 3, 10	
10 May	Х			No class, Helen at CHI conference in USA
17 May	Х			No class, Kristi Himmelfärdsdag

24 May	8	Content analysis, grounded theory,	Lazar et al, Chapter 9	
DC:567		ethnography	Cairns and Cox, Chapter 7	
Kl 13-16		Observational studies		
31 May	Х			No class, Helen at project
DC:467				meeting in Germany.
Kl 13-16				
7 June	9	Activity theory		Participation of Per-Olof
DC:567				
Kl 13-16				
14 June	Х			Helen returning from UD
				Conference in Oslo
21 June	10	Diaries, case studies	Lazar et al, Chapter 6, 7, 12	
DC:567		Found data, user traces		
Kl 13-16				
28 June	11	Measuring "user experience" – a	Petrie and Precious	
DC:567		case study in the use of methods		
Kl 13-16				
SUMMER!				
6 September	12	Presentations of assessments		

## **Basic Reading**

Cairns, P. and Cox, A.L. (2008). Research methods for human-computer interaction. Cambridge University Press.

Lazar, J., Feng, J.H. and Hochheiser, H. (2010). Research methods in human-computer interaction. Wiley.

Rosnow, R.L. and Rosenthal, R. (2005). Beginning behavioral research: a conceptual primer (5<sup>th</sup> edition). Pearson Prentice Hall.

## Additional reading

Beyer, H. and K. Holtzblatt (1997). Contextual design: defining customer-centred systems. Morgan Kaufmann.

Chalmers, A.F. (1999). What is this thing called science? Open University Press.

Petrie, H. (2012). The ethics of working with human participants.

Petrie, H.L. and Buykx, L. (2010). Collaborative Heuristic Evaluation: improving the effectiveness of heuristic evaluation. *Proceedings of UPA 2010 International Conference*. Omnipress. Available at: http://upa.omnibooksonline.com/index.htm

Petrie, H., Hamilton, F., King, N., and Pavan, P. (2006). Remote usability evaluations with disabled people. *Proceedings of CHI 2006*. New York: ACM Press.

Petrie, H. and Power, C. (2012). What Do Users Really Care About? A Comparison of Usability Problems Found by Users and Experts on Highly Interactive Websites. *Proceedings of CHI 2012*.

Petrie, H., Power, C., Cairns, P. and Seneler, C. (2011). Using card sorts for understanding website information architectures: technological, methodological and cultural issue. INTERACT '11: Proceedings of the 13th IFIP TC 13 international conference on Human-computer interaction - Volume Part IV.

Petrie, H.L. and Precious, J. (2010). Measuring user experience of websites: think aloud protocols and an emotion word prompt list. Proceedings of the 28th International Conference on Human Factors in Computing (CHI 2010), Extended Abstracts. New York: ACM Press.

Rosson, M.-B. and J. M. Carroll (2001). Usability Engineering: Scenario-Based Development of Human-Computer Interaction. Morgan Kaufmann.