HUMAN CENTERED DESIGN (HCD)

HCD 421 | DESIGN AND HUMAN EXPERIENCE | 4 quarter hours
(Graduate)
This foundational course focuses on undertanding the design process and how users, communities, and society are impacted by technology. This course will cover a breadth of technologies such as educational technologies, health systems, social tools, games, etc. An interdisciplinary course that draws from the fields of computer science, psychology, sociology, and economics, students will reflect on the social, political, and economic context and impact of technology use locally and globally. PREREQUISITE(S): None.

HCD 450 | THEORIES AND METHODS IN HUMAN-CENTERED DESIGN | 4 quarter hours
(Graduate)
This is a foundational course that introduces human-centered design methods and creative problem solving using a systems approach. Theories and methods that consider people as part of complex societies and the challenges of designing for impact are explored, with particular attention to approaches that involve technology and collaborations across organizations. In addition to core design methods such as interviews and contextual inquiry, students will learn and apply methods such as design workshops, diary studies, cultural probes, design charrettes, and experience prototyping.PREREQUISITE(S): NONE.

HCD 510 | RESEARCH METHODS AND PRACTICE OF SCHOLARSHIP | 4 quarter hours
(Graduate)
This course provides students with in-depth knowledge of how to conduct a qualitative research study. Specifically, students will learn various approaches to conducting research including: ethnography, grounded theory, actor-network theory, and discourse analysis. Furthermore, students will learn how to propose a research study as well as how to effectively communicate research scholarship. PREREQUISITE(S): None.

HCD 525 | MEDIA THEORY PROSEMINAR | 4 quarter hours
(Graduate)
This course explores the key traditions of disciplinary and theoretical inquiry that contribute to the study of Digital Media, including media theory, literary-critical theory, visual culture and the cultural studies of media, communications theory, and performance studies. Students will examine key texts in each of these areas and explore their application to representative digital artifacts. PREREQUISITE(S): None.

HCD 590 | ADVANCED TOPICS IN HUMAN CENTERED DESIGN | 4 quarter hours
(Graduate)
HCD topic varies with offering. Contact instructor for more information. PREREQUISITE(S): Completion of the HCD core courses or consent of the instructor. May be repeated for credit.

HCD 599 | INDEPENDENT STUDY | 8.00 quarter hours
(Graduate)
Independent study supervised by an instructor. Independent study form required. Can be repeated for credit. Variable Credit. PREREQUISITE(S): None (variable credit)

HCD 601 | HISTORY OF TECHNOLOGY AND SOCIETY SEMINAR | 4 quarter hours
(Graduate)
This course will provide a foundational understanding of the historical relationship between technologies and humans with particular focus on how technological innovations have impacted shifts in how humans work, communicate, and learn. PREREQUISITE(S): None.

HCD 699 | RESEARCH | 8.00 quarter hours
(Graduate)
Research course supervised by an instructor. Independent Study Form required. Variable credit. Can be repeated for credit. (variable credit)

HCD 701 | CANDIDACY DISSERTATION RESEARCH | 0 quarter hours
(Graduate)
Non-credit. Students admitted to candidacy for the doctoral degree who have completed all course and dissertation registration requirements and who are regularly using the facilities of the University for study and research are required to be registered each quarter of the academic year until the dissertation and final examination have been completed. PREREQUISITE(S): Admission to Candidacy. Independent Study form required. (variable credit)