

HUMAN CENTERED DESIGN (HCD)

HCD 421 | DESIGN AND HUMAN EXPERIENCE | 4 quarter hours (Graduate)

This foundational course focuses on understanding 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 430 | PORTFOLIO WORKSHOP (FORMERLY EXP 450) | 4 quarter hours (Graduate)

Students review previous course projects and prior work in order to prepare a final portfolio as well as their own design identity and a resume in preparation for job interviews. Visiting design professionals will present their work to the class and share their experiences in the field. Students will also learn presentational techniques and methods for career development.

HCD 421 is a prerequisite for this class.

HCD 440 | DESIGNING PLAYFUL EXPERIENCES (FORMERLY EXP 440) | 4 quarter hours (Graduate)

This course focuses on the pedagogy of play within the design dissemination and critique of designed experiences. The course will begin with an inquiry into the origins of the term, its role in human development, cultural ritual, and social interaction before moving on to a series of design investigations into the affordances of play as design principles for the creation of engaging experiences. Further, we will use the study of play mechanics as a way to broadly explore the larger concept of "playful systems." How might interesting play mechanics be used to structure interactive experiences in systems that aren't necessarily games? Students will explore systems such as museums, classrooms, and social media to apply these concepts.

HCD 450 OR HCI 440 OR GAM 424 OR DMA 530 is a prerequisite for this class.

HCD 441 | DESIGNING LEARNING EXPERIENCES (FORMERLY EXP 441) | 4 quarter hours (Graduate)

This course will focus on re-envisioning the future of learning, as a robust context for the application of experience design principles. Through a study of literature on human development, principles of learning and motivation, design processes, and the unique affordances of learning contexts, students will explore strategies for the design of innovative learning environments. From the design of mobile apps, to tools, to classroom spaces, to social interfaces, students will challenge their own thinking about what it means to learn and the role design can play in transforming the experiences of learners.

HCD 450 OR HCI 440 OR GAM 424 OR DMA 530 is a prerequisite for this class.

HCD 442 | DESIGNING INTERFACES FOR EMERGING TECHNOLOGIES (FORMERLY EXP 442) | 4 quarter hours (Graduate)

This course focuses on the concept of "interface" as it relates to the design of human-centered experiences. From an inquiry into the design of digital interfaces for web and mobile platforms, to the exploration of non-digital social interfaces in day-to-day life, students will apply user research and design methods to prototype and test a range of interface solutions. The course is designed as a stepping stone to a student's own investigations and interests, as well as a space for exploration and experimentation with alternative design processes and methodologies.

HCD 450 OR HCI 440 OR GAM 424 OR DMA 530 is a prerequisite for this class.

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 480 | COLLABORATION STUDIO | 4 quarter hours (Graduate)

This is a unique type of studio course, pairing interdisciplinary teams of students with community-based organizations or groups to undertake real-world projects. Working in teams, students engage with a local group to study and identify an area of inquiry, to be formulated by students into one or more design problems to be solved. Applying user research methods, a rigorous design, design and production skills, and effective teamwork, the students propose and prototype solutions in partnership with members of the local community.

HCD 450 OR HCI 440 OR GAM 424 OR DMA 530 is a prerequisite for this class.

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.