Course	Psychology for usability and user experiences' studies
Course No.	02RB203
Credits	2.0Credits
Grade	1, 2Year
Timetable	FallAB Fri5,6
Instructor	Etsuko Harada
Course Overview	Based on cognitive psychology and cognitive engineering, the course will cover methodology and research frameworks to make technology or system to be useful and accepted for users. Lectures, discussion on example data, and mini hands-on trainings will be included.
Remarks	Any students who want to attend this class but do not belong to the EMP program should make contact to the lecturer beforehand.A minimum of three students are required.The class will be held in English AND in Japanese: if you have slides in English, the lecture will be in Japanese, or vise versa. Some materials (e.g., video clips) will be in Japanese. Not open in 2017.
Course Type	lectures
Course Remarks	In order to make technology or system to be able to empower some people, those should be used by those users. What is usability and usefulness for a user? How can we measure or verify those "usability and usefulness" for users? In this course, students will learn the base of those concepts from lectures of cognitive engineering, and will gain skills and theoretical framework through discussions and hands-on. The class will be held in English AND in Japanese: if you have slides in English, the lecture will be in Japanese, or vise versa. Some materials (e.g., video clips) will be in Japanese.
Relationship to EMP Educational Objectives	Interdisciplinary ability:Broad specialist knowledge and experience
Course Objectives	In this course, students will learn the base of those concepts from lectures of cognitive engineering, and will gain skills and theoretical framework through discussions and hands-on.
Course Schedule	1)Analysis of human-artifact interaction: theoretical frameworks and modeling 2)human-artifacts interaction (1): analysis of human cognition 3)human-artifacts interaction (2): analysis of human-artifacts communication 4)human-artifacts interaction (3): analysis of human problem solving process with artifacts as media 5)human-artifacts interaction (4): analysis of user-artifacts-task triad in a situation 6)cognitive usability testing: concept and method 7)cognitive usability testing: Hands-on 8)human-artifacts interaction in the field 9)cognitive aging and human-artifacts interaction: Four layered model
Graduating Methods and Criteria	Will be scored by participation to discussion in the class, and performance at hands-on training. A+: 90 up, A:80-89, B:70-79, C:60-69, D:failure (less than 60) Attendance to the class is the prerequisite of those scoring.

Homework	
Textbook	1.　　　　(1997)　　　　　　　　　　　　　　　(　　　)
References	1. Norman, D. A. Psychology of Everyday Things: Basic books. D.A. (　　　　) (1990)　　　　　　　　?　　　　　　　　　　. (　　　　)
Office Hour	Please contact by e-mail. etharada at human.tsukuba.ac.jp
Messages for Students	- If you have no base of psychology, especially cognitive psychology, attending the class "Cognitive Psychology" (cc23041; Spring AB, 3-4 on Friday) is strongly recommended. - Because attendance to the class is the prerequisite of the credit, please make a contact whenever you cannot attend the class.
Teaching Fellow / Teaching Assistant	Shinnosuke TANAKA
Keywords	cognitive, engineering, Human-artifacts, interaction, aging, usability, and, user, experiences