Welcome to CS419/519: Research Methods in Usability  
Carlos Jensen

Class Logistics

Instructor: Carlos Jensen (cjensen@eecs)
Office: Kelley 3031, by appointment

Class location: KEC 1003
Meeting time: 12-12:50pm MWF

Textbook (optional): Research Methods: A Modular approach
Sherri L. Jackson
http://goo.gl/8FzQb

Website: http://goo.gl/7QOukR
Mailing list: cs419-004-f14@engr.oregonstate.edu
Class rules

• Be on time
• Participate in class
• Do your assignments on time
• Do your reading on time
• Try your best on assignments
• Ask the hard questions
• Give me a hard time if I slack off

Class expectations

This class will not cover:
• Human factors
• Intro psychology
• Design techniques
• UI design frameworks etc.
Class expectations

What this class will cover:
- How to formulate good and interesting research questions
- A survey of qualitative and quantitative research techniques
- An introduction to Human-centered research

Equip you to do research or evaluation work in usability

Class topics

We are going to focus on research methods in usability and human computer interaction

What is Human Computer Interaction (HCI)?
What do we mean by Usability?
Why research methods?
Course topics

- IRB & working with human subjects
- Designing an experiment
- Interview techniques
  - Focus groups
- Survey techniques
- Ethnographic observation
- Cultural probes
- Data mining
- Heuristic evaluation
- GOMS
- Controlled experiments

Course topics

- Weekly readings

- Complete 5 of 6 Assignments
  - 2 mandatory, you pick which other 3 from list of 4
  - I will give you credit for 3 highest scoring if you complete all 4

- Extra credit: find a future vision video for start of class

- Final Exam
Grades

- Participation: 10%
- Assignments: 50%
- Final Exam: 40%

Introductions

- What is your name?
- Grad or undergrad?
- First term here?
- What is your major?
- Why are you taking this class?