

Course Overview & Pragmatic Philosophy

Lecture 01 of *Researching People-Centred Design* with Tim Maciag



University
of Regina

Faculty of
Engineering and
Applied Science



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Today's topics

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- Who am I?
- Who are you?
- What will we be doing?
- When will we be doing it?
- Where will we be doing it?
- Why are we doing it? 
- How about grading?
- Pragmatic philosophy



Google



A screenshot of a Google search interface. The search bar contains the query "what is". Below the bar is a list of suggested search terms, each preceded by a magnifying glass icon. The suggestions are:
what is my ip
what is epiphany
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what is noom
what is a boomer (This suggestion is highlighted with a gray background.)
what is a witcher
what is brexit
what is pv
what is impeachment
At the bottom of the interface are two buttons: "Google Search" and "I'm Feeling Lucky". There is also a link "Report inappropriate predictions".

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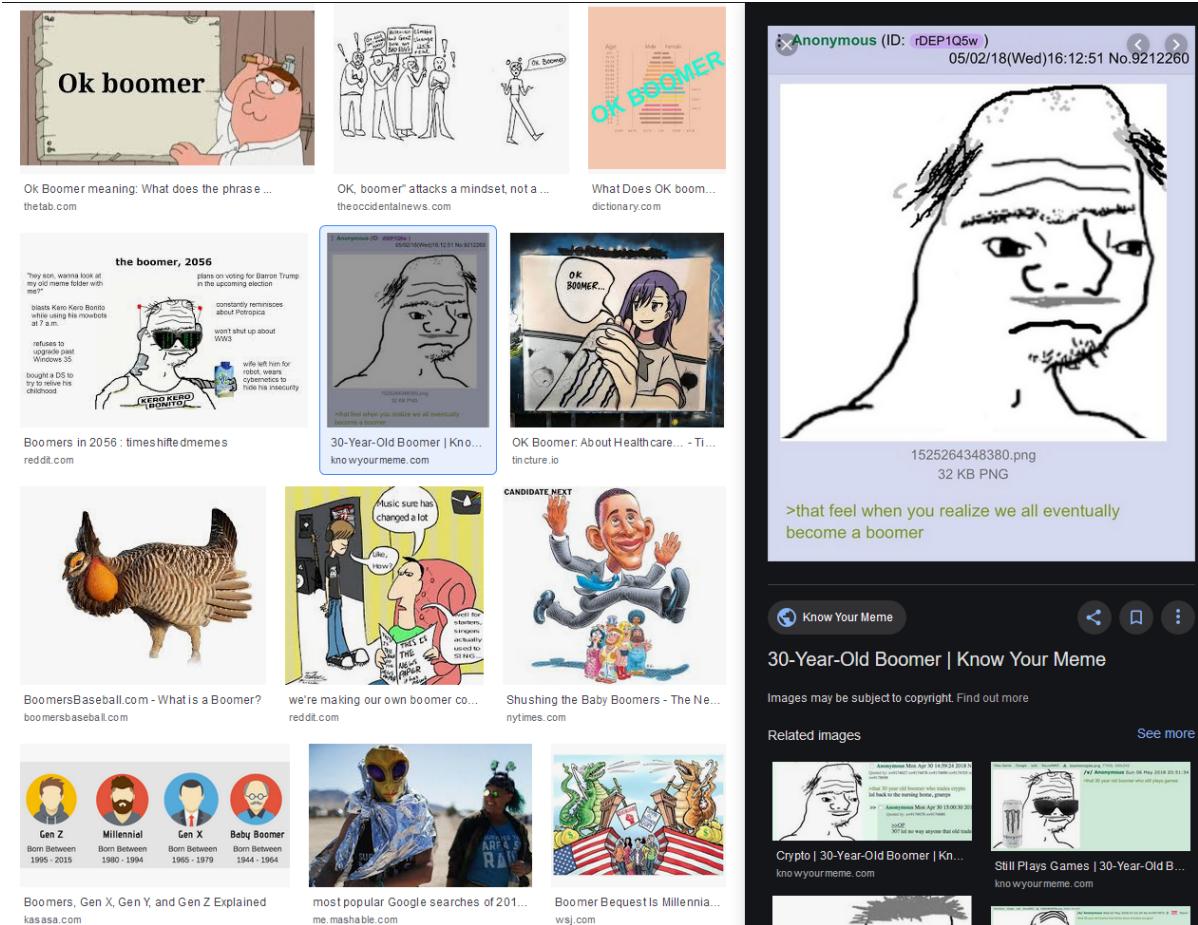


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#W5



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#W5



Who am I?

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Who am I?



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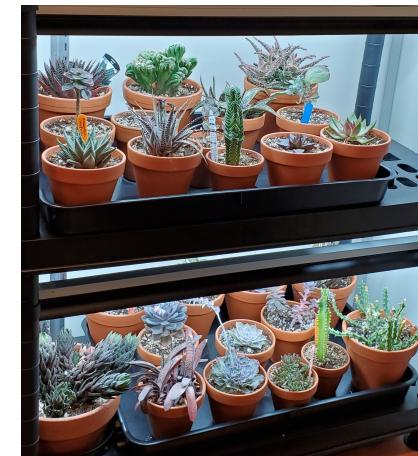
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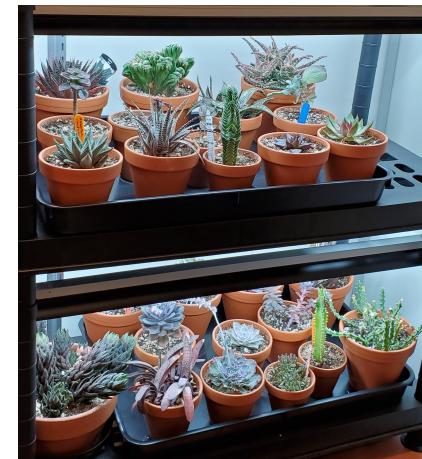
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Who am I?



Teaching philosophy

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- **Constructivism** is a learning theory which maintains that deeper and more permanent learning occurs when the learner is allowed to construct meaning from experience; by doing, analyzing, creating, making, building, researching, synthesizing information, etc.

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- Traditional educational model vs. Constructivism vs. Apprenticeship

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- Constructivists believe that **educators should act as facilitators** to guide learners through the learning process and allow them to create meaning from their experience.
- Traditional educational model vs. Constructivism vs. Apprenticeship
- Education & learning (& software engineering) with Ken Robinson
 - https://youtu.be/aT_121H3kLY

Who are you?

Who are you?



- What's your name?
- How many classes?
- Hobbies?
- Research/project
- Career goals?

So, software engineering & PCD in it all

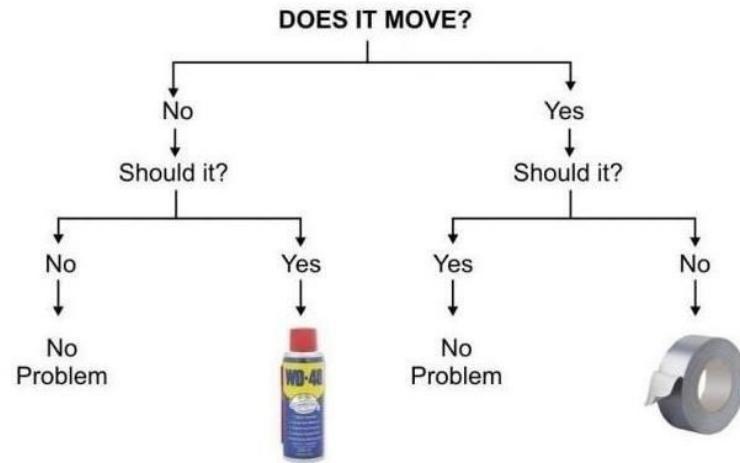
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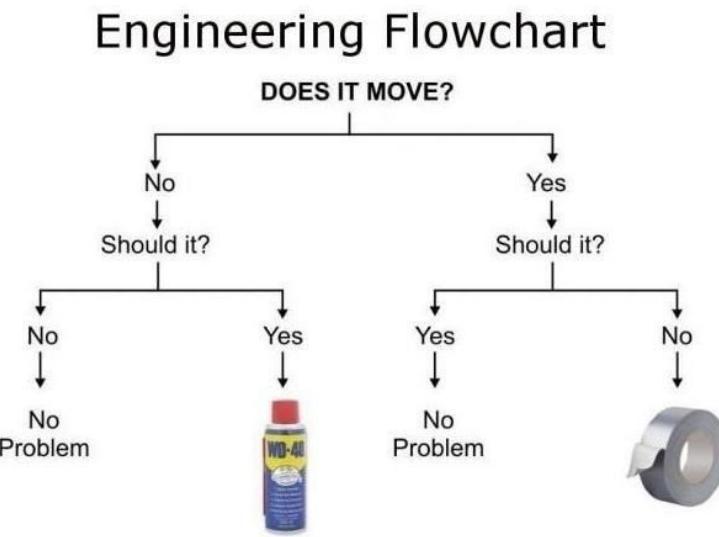
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Engineering Flowchart



So, software engineering & PCD in it all



...the epic saga continues

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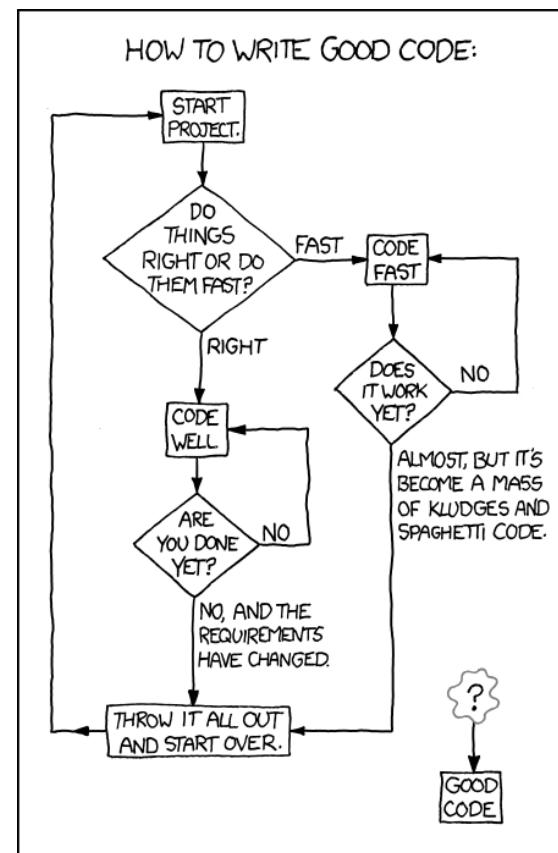


Developer watching videotape of usability test.

...the epic saga continues



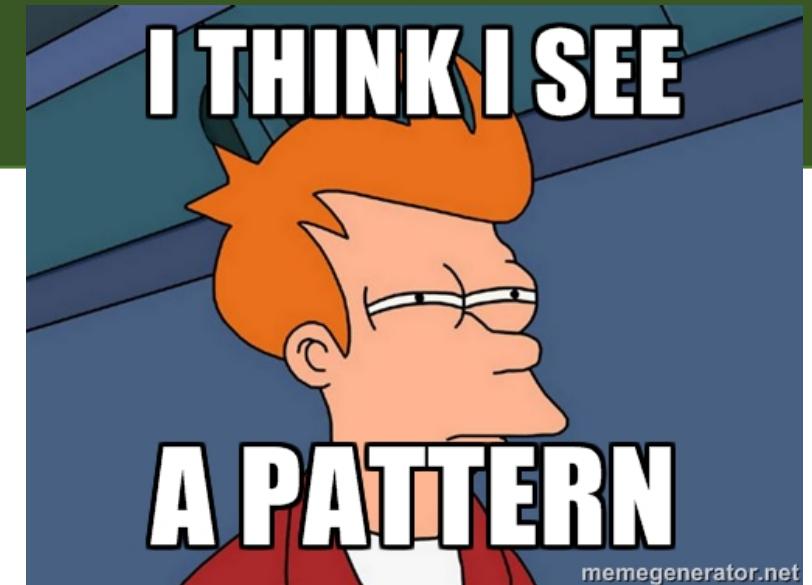
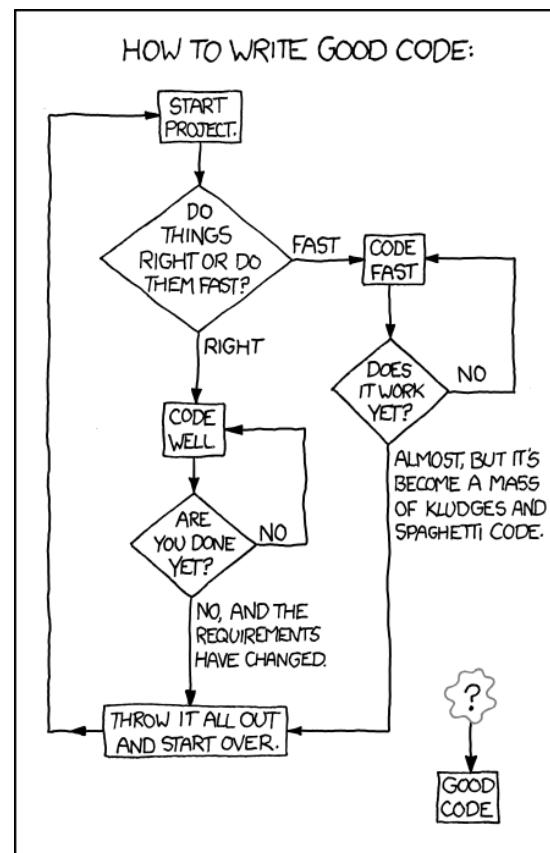
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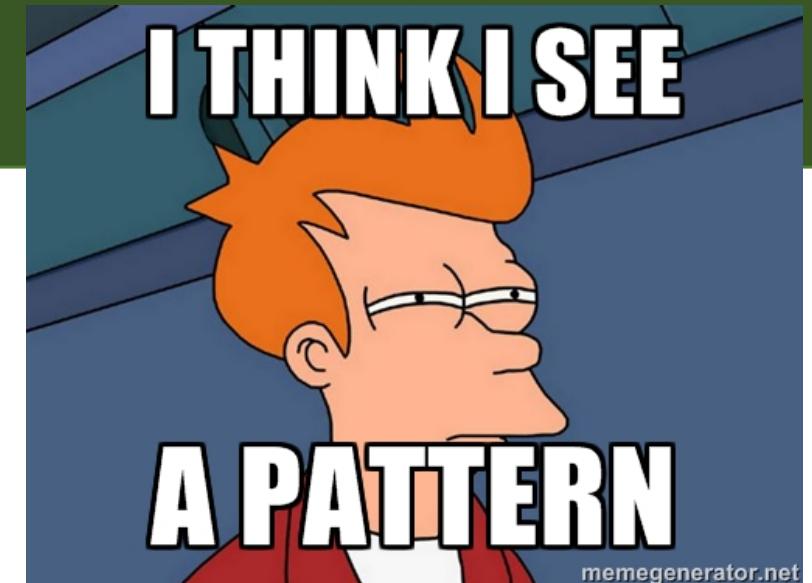
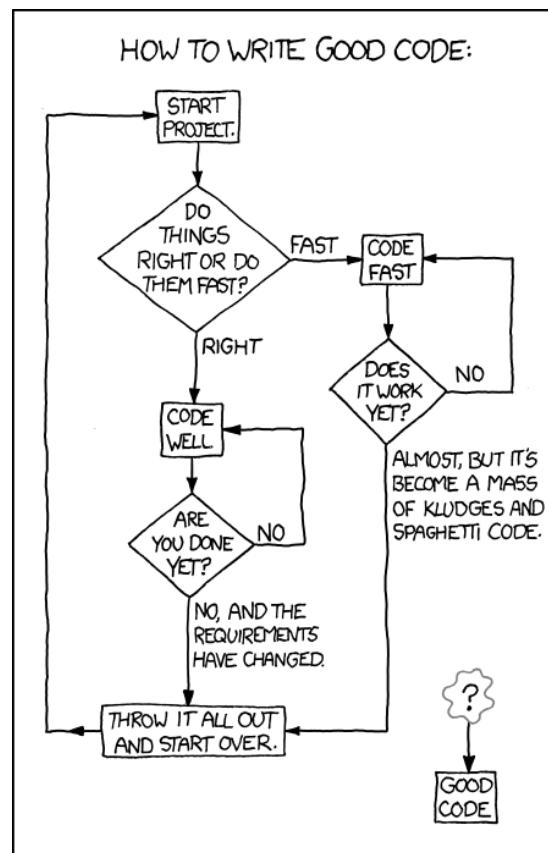


memegenerator.net

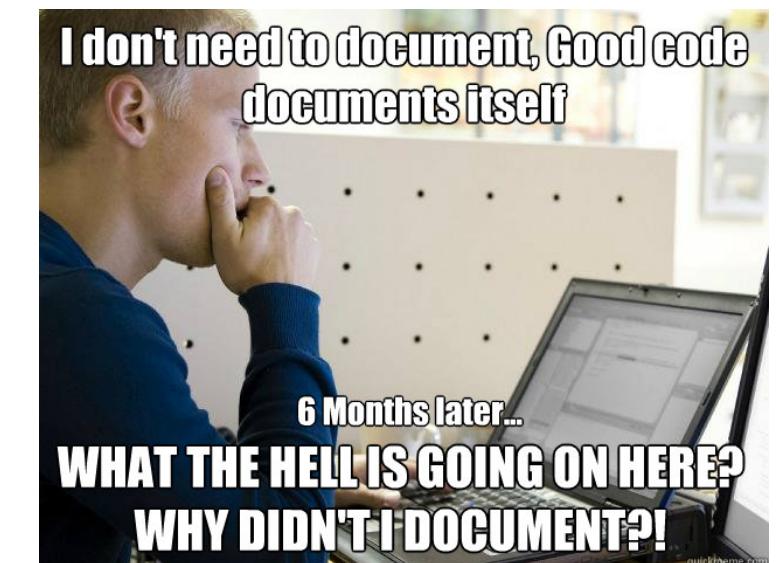
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quickmeme.com

...I did say it was an epic story

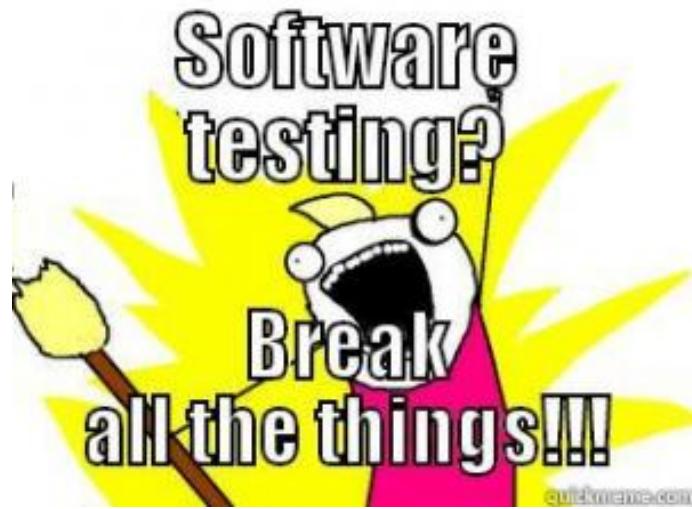
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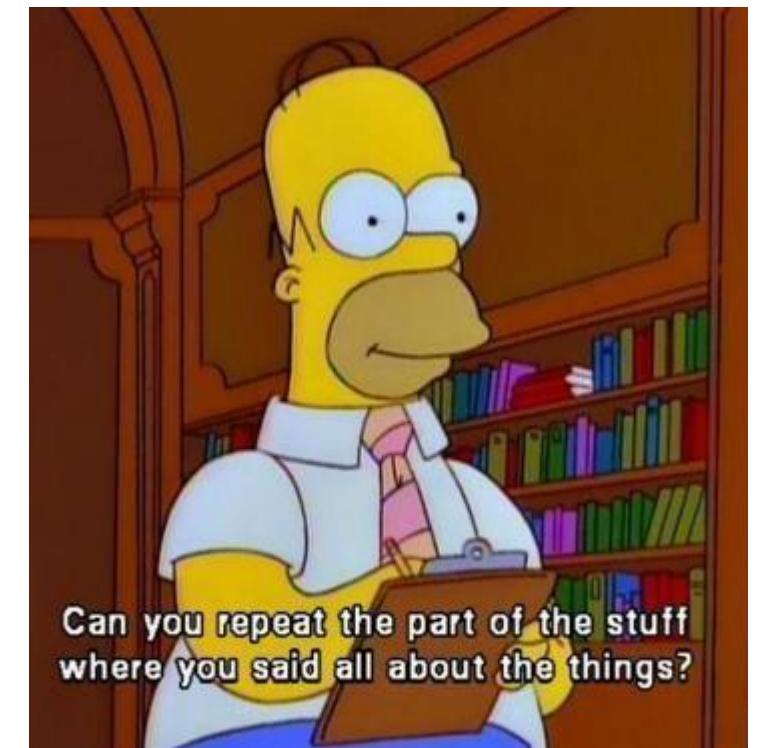


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WHEN YOU HEAR THIS:

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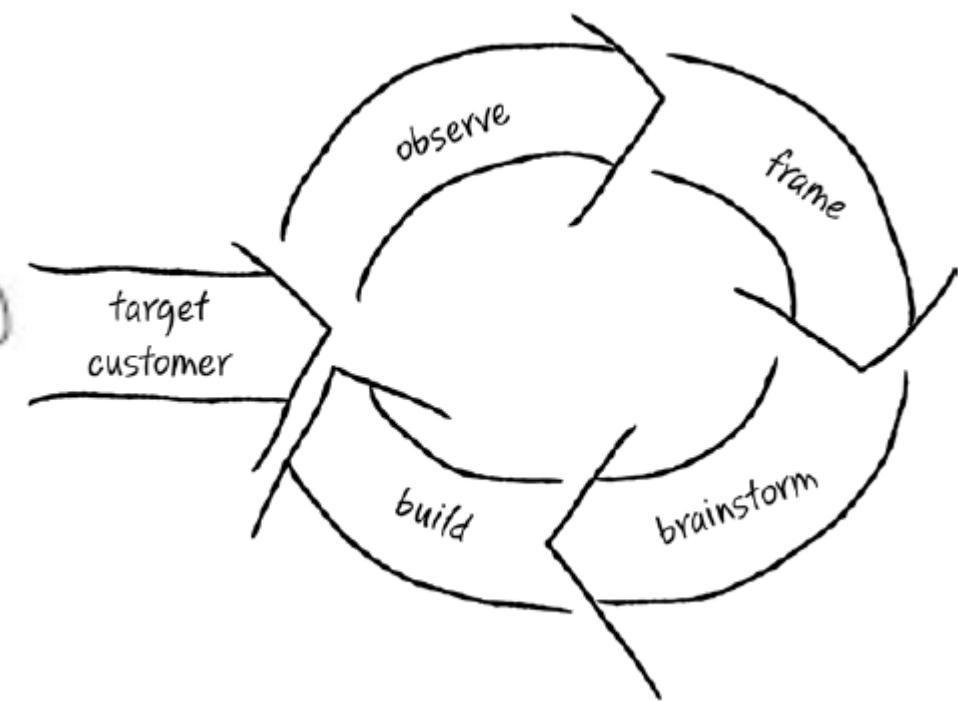
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What will we be doing, & why?

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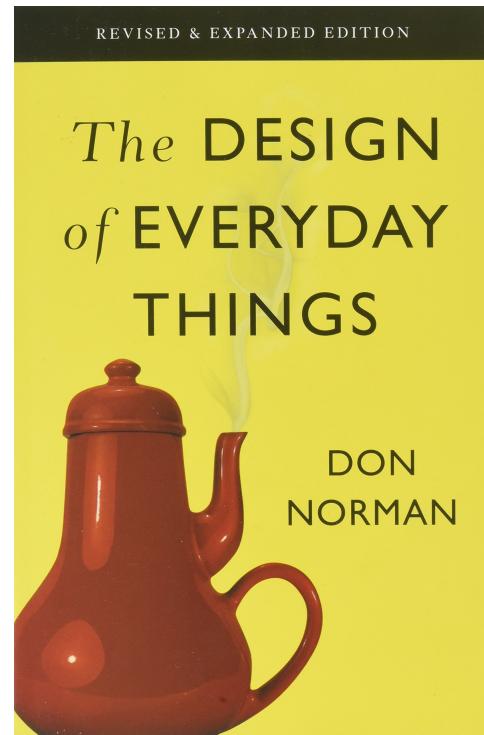
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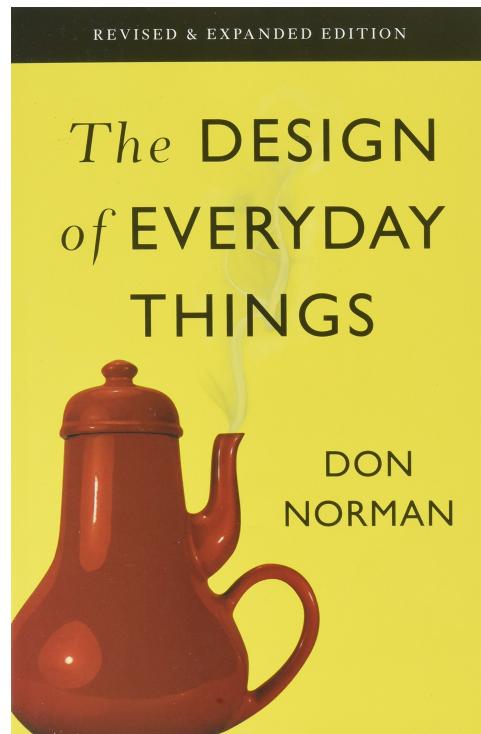
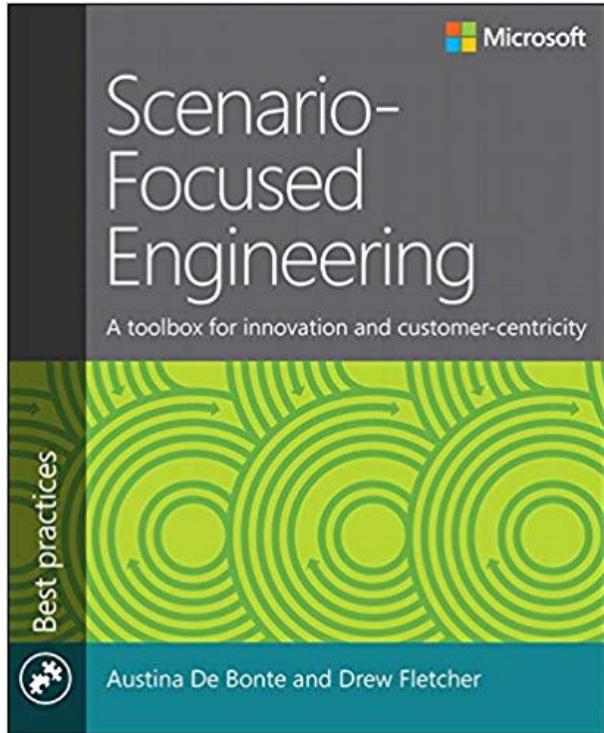
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- **IMPORTANT NOTES:**
 - Students who have taken CS 828 cannot receive credit for this course.
 - Furthermore, students who have taken ENSE 271/471 should arrange to have a conversation with the instructor within the first week of the course.

Textbooks & resources

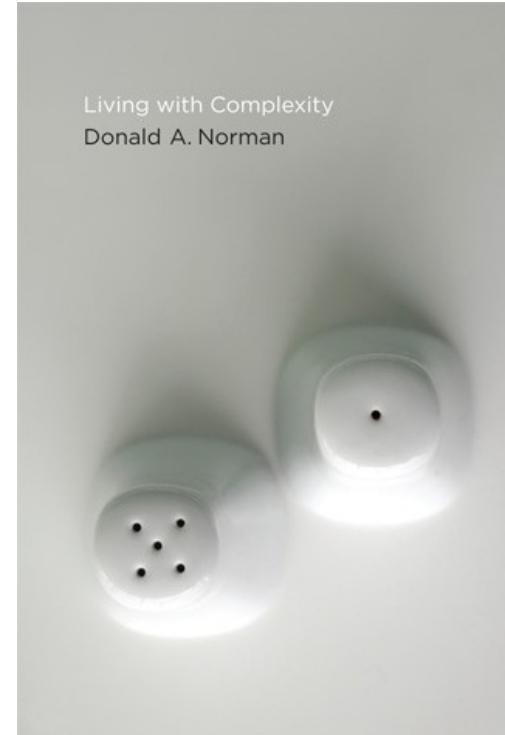
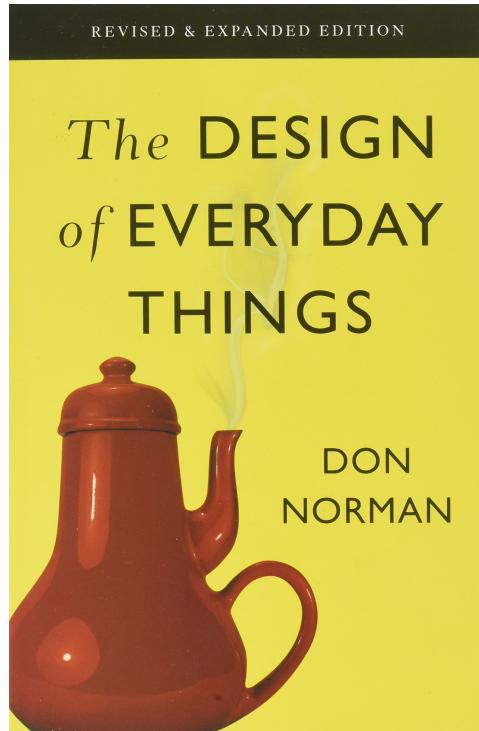
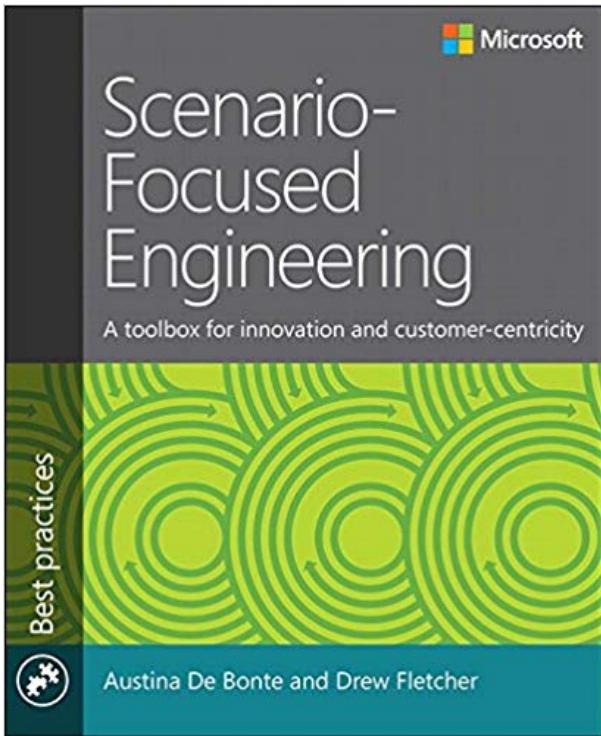
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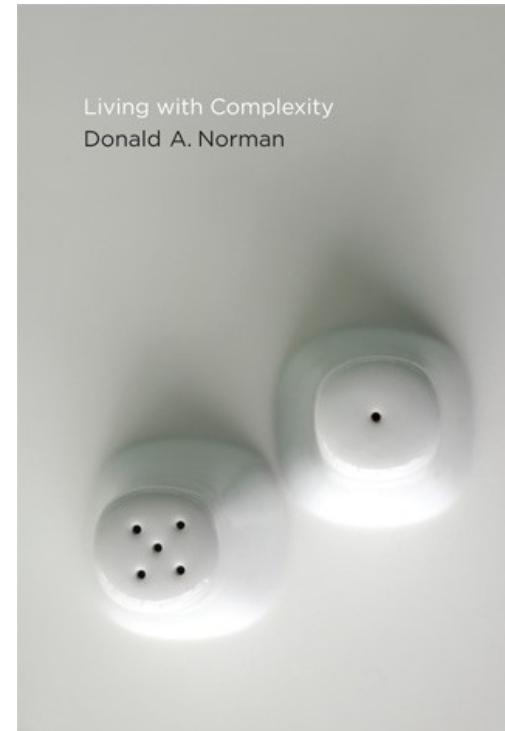
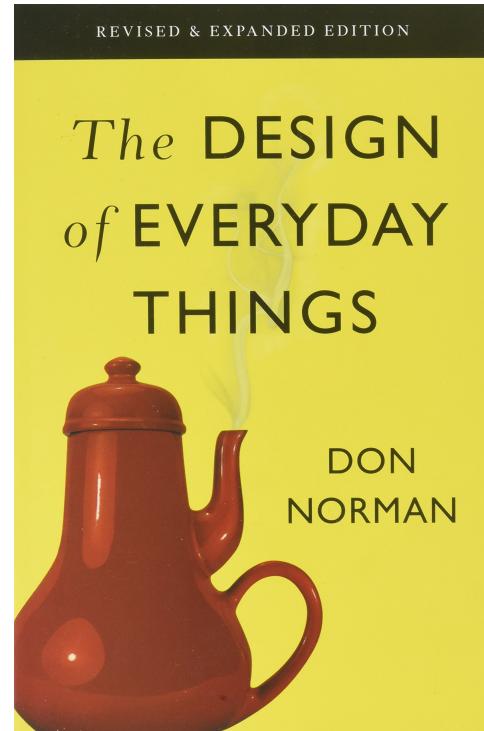
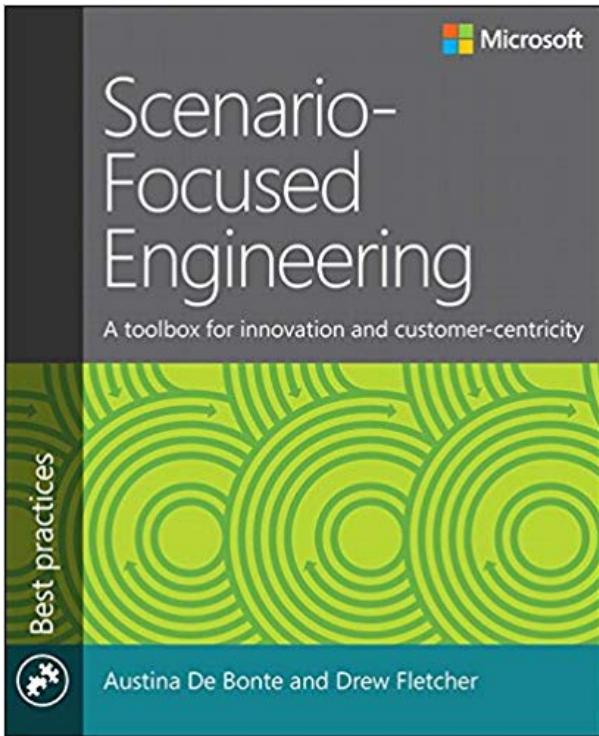
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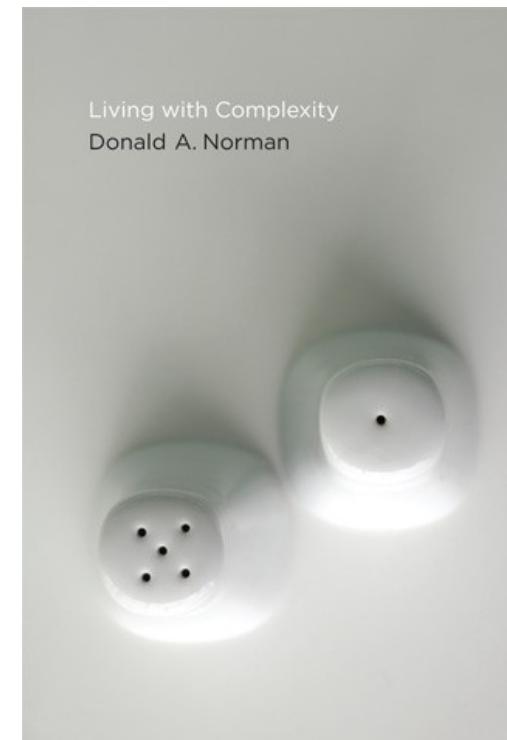
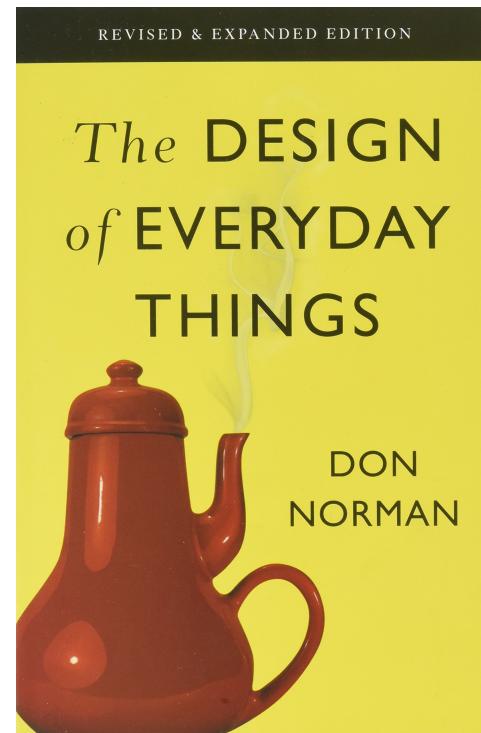
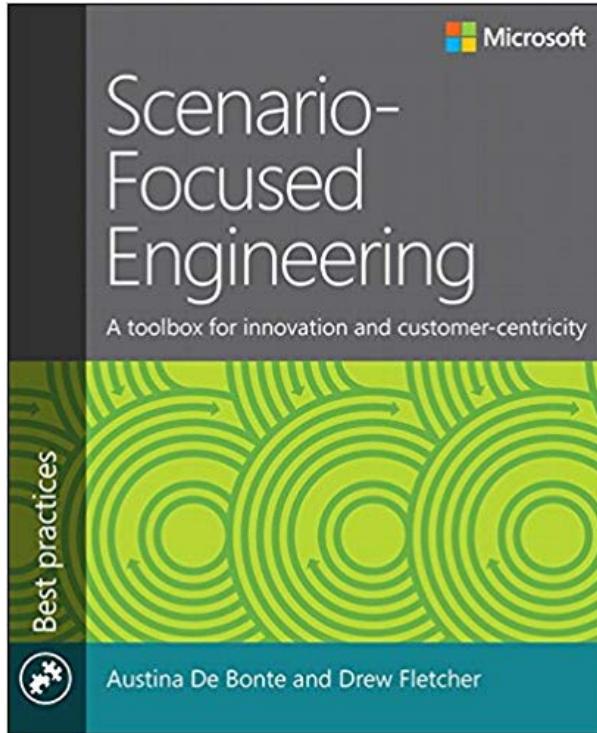


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- Other resources will be posted in URCourses

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- **NOTE:** All material used/discussed is considered testable content

When will we be doing it, & where?

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- Lectures (asynchronous videos), live zoom, project (& other) activities
 - Monday & Tuesday, 10:30 am – 1:00 pm in Zoom/URCourses



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 - June 1 & 2



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 - June 1 & 2
- Final
 - June 23 (Tuesday), 8:00 am – 11:00 am in Zoom/URCourses



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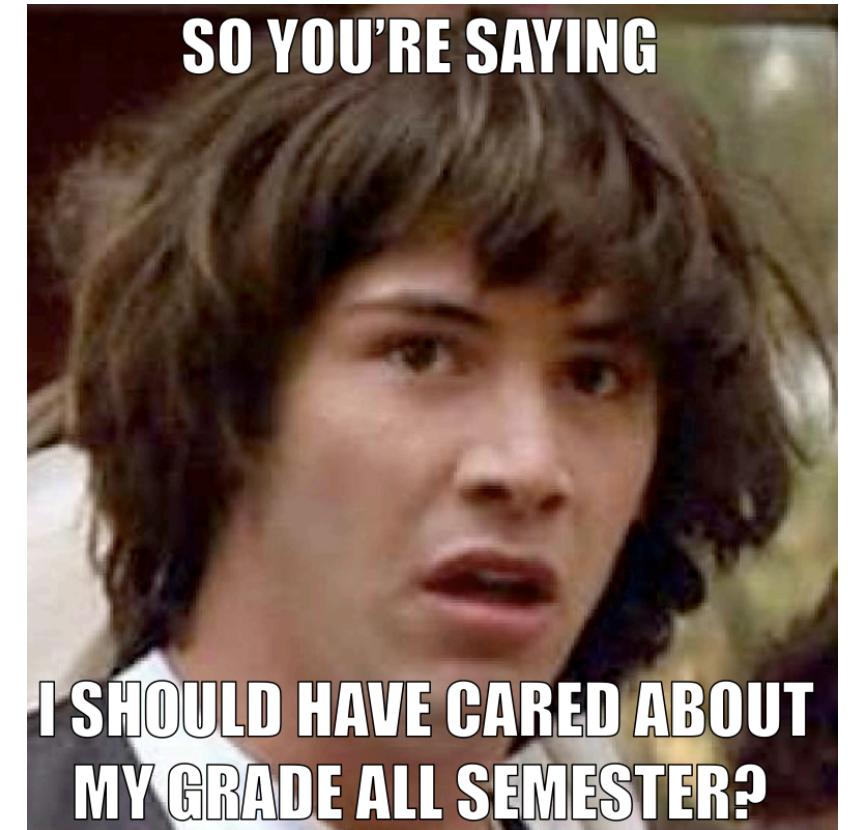
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- Tim's office hours:
 - By email request/appointment only (through Zoom)



How about grading?

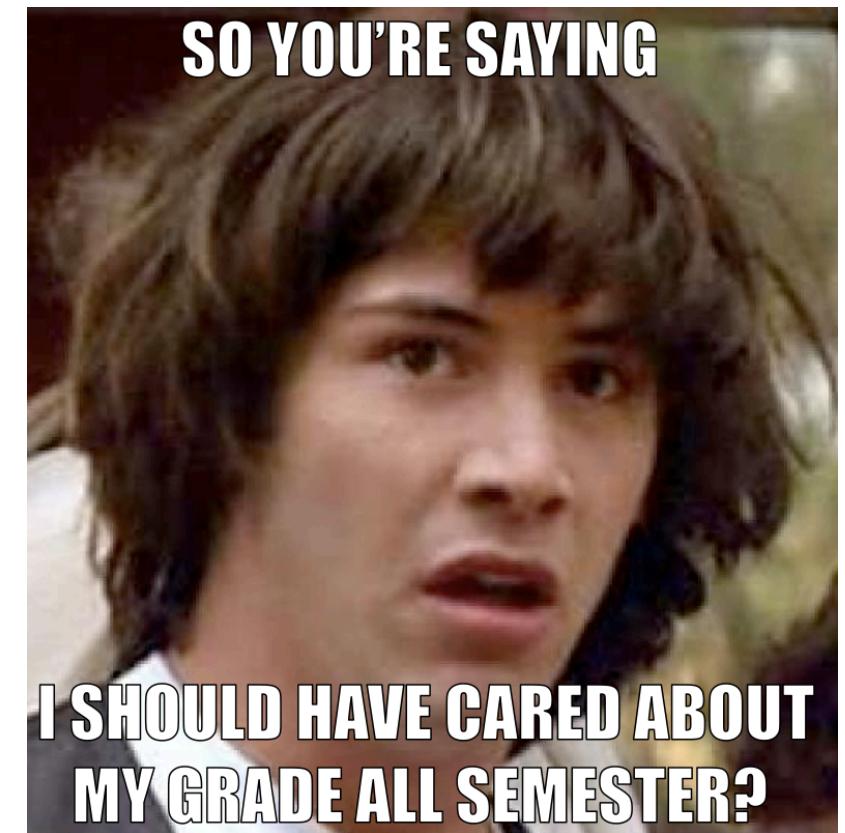
How about grading?

- Design project: 20%



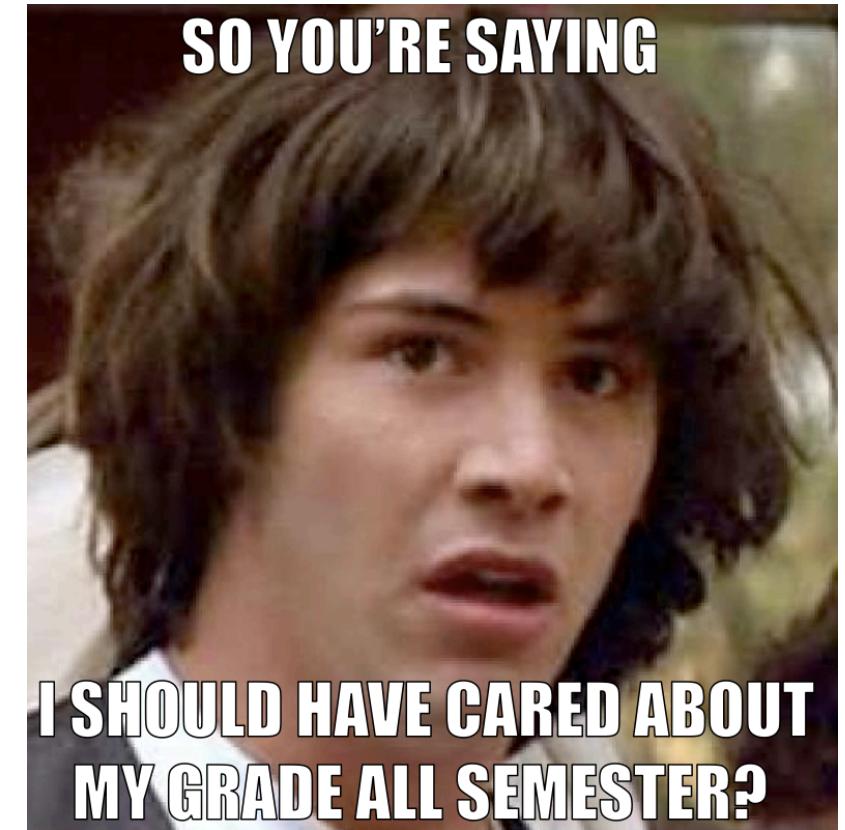
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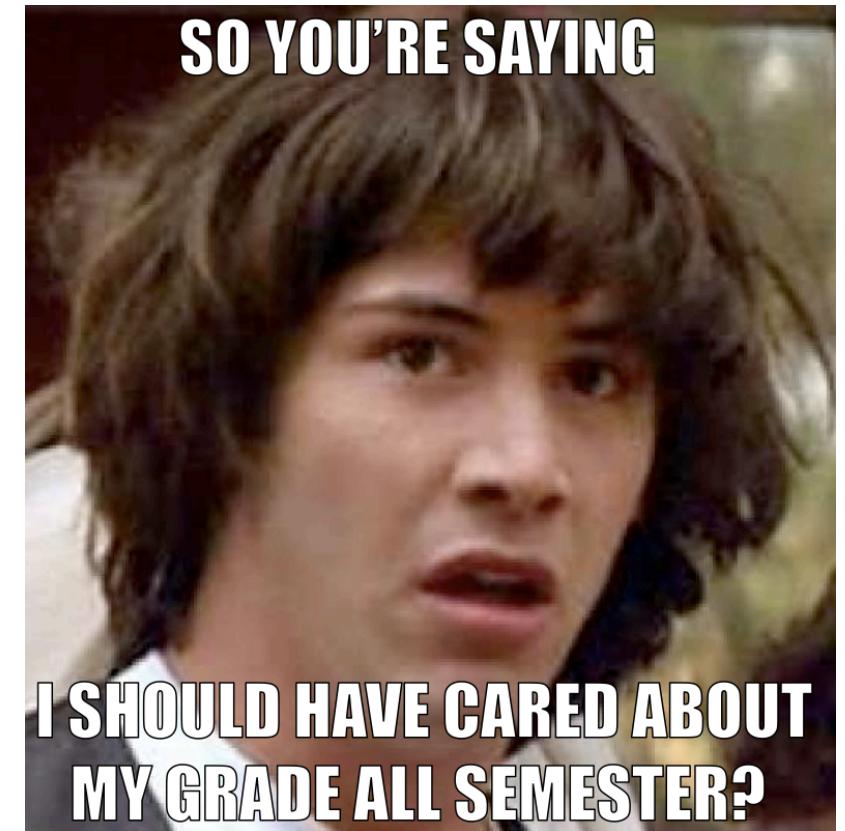
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- Research presentation: 20%
- Attendance, participation, & quizzes: 20%



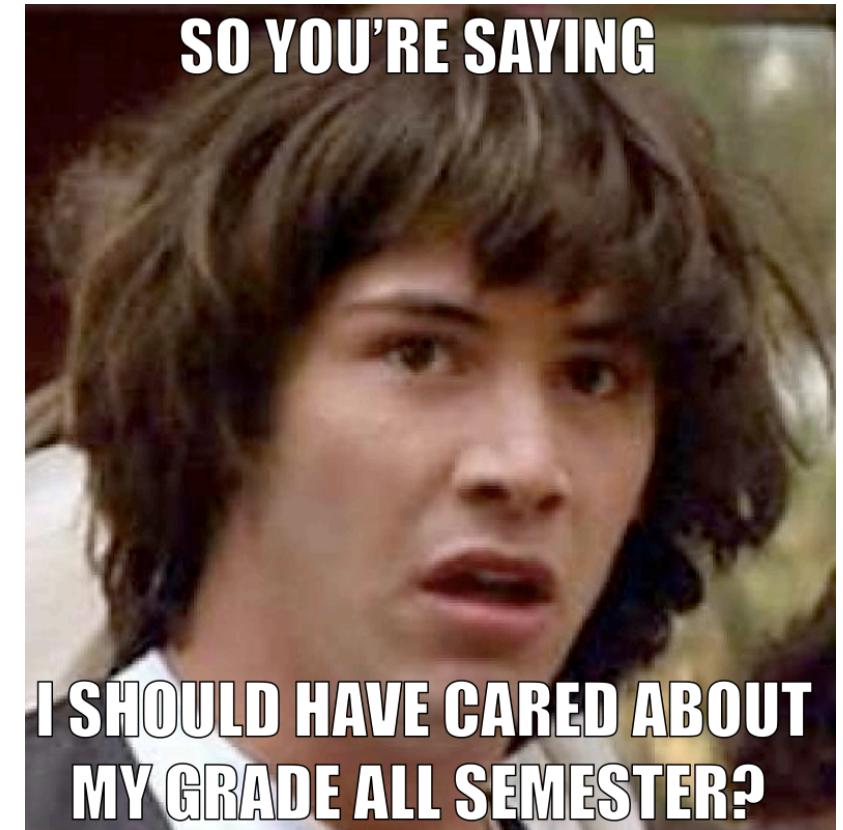
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- Final exam: 40%



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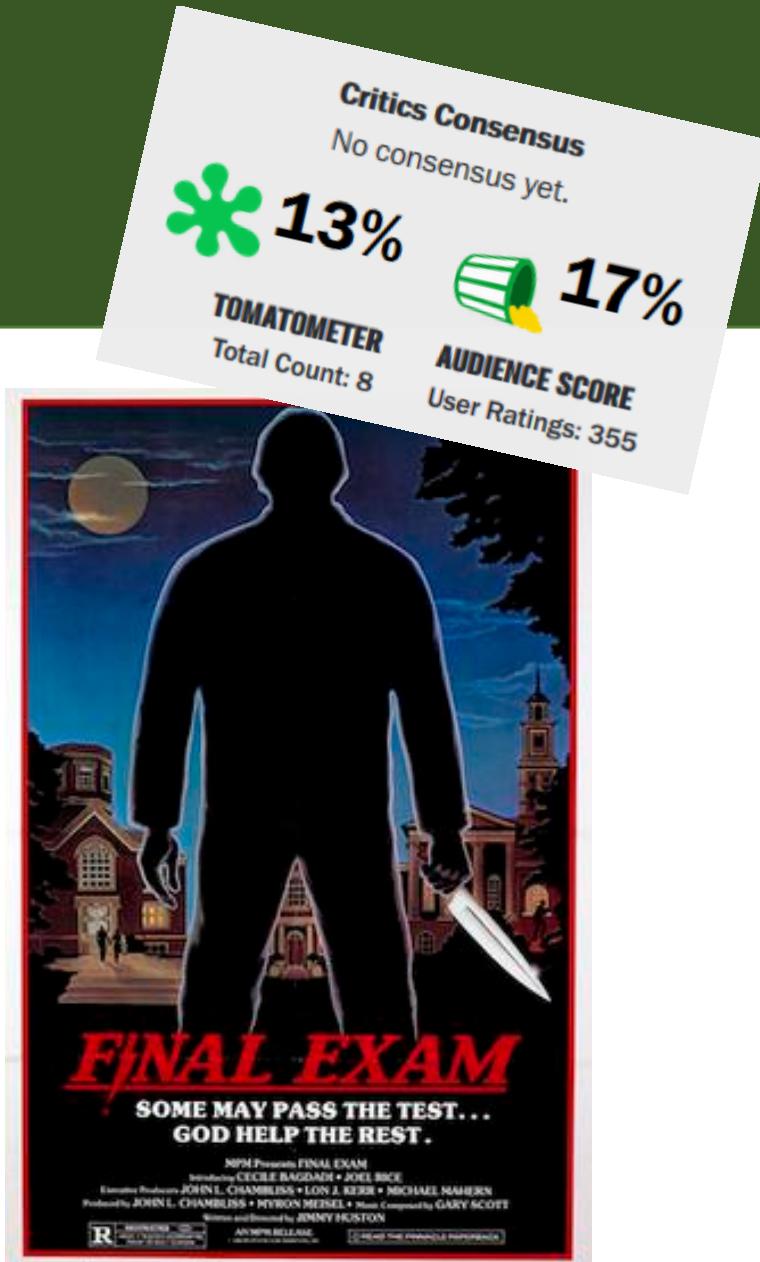
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- Final exam: 40%
- Instructor discretion: +/-5%



The final exam

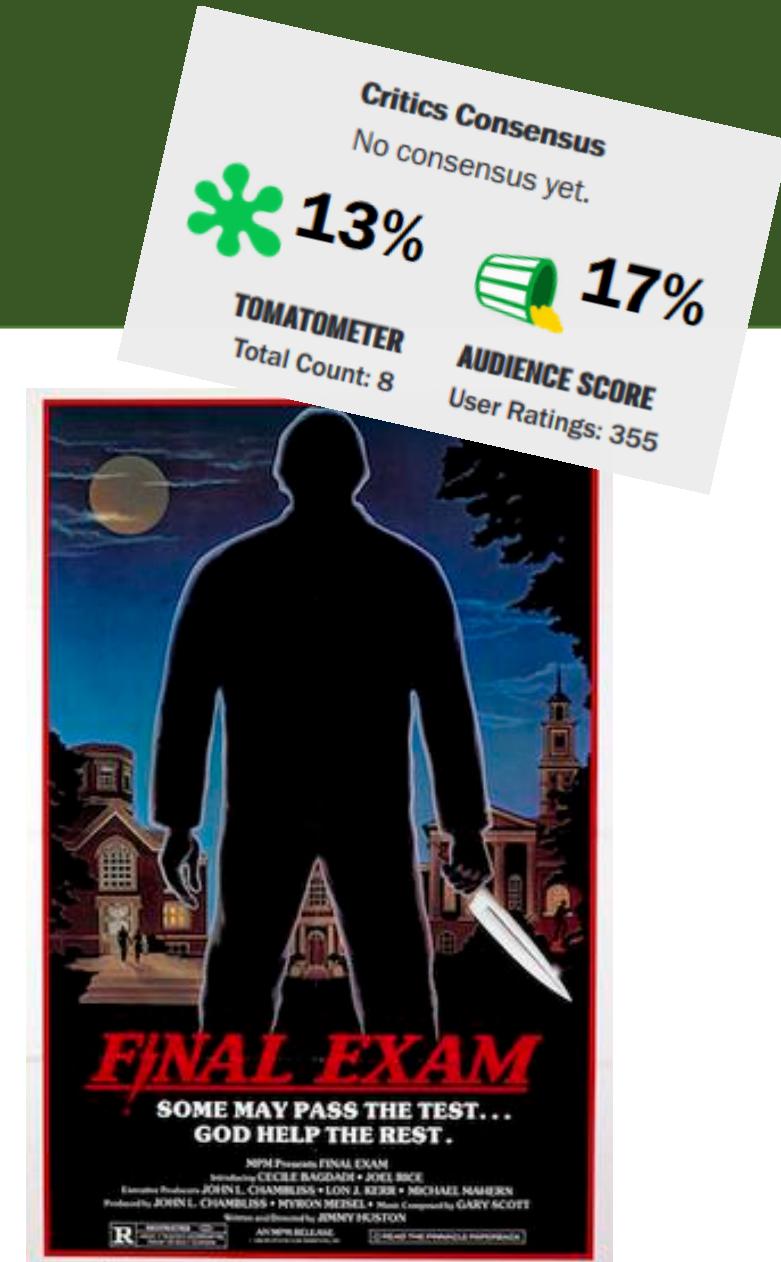
The final exam

- You must pass the final exam in order to pass the course
 - i.e. You must obtain a grade greater than or equal to 50% on the final).



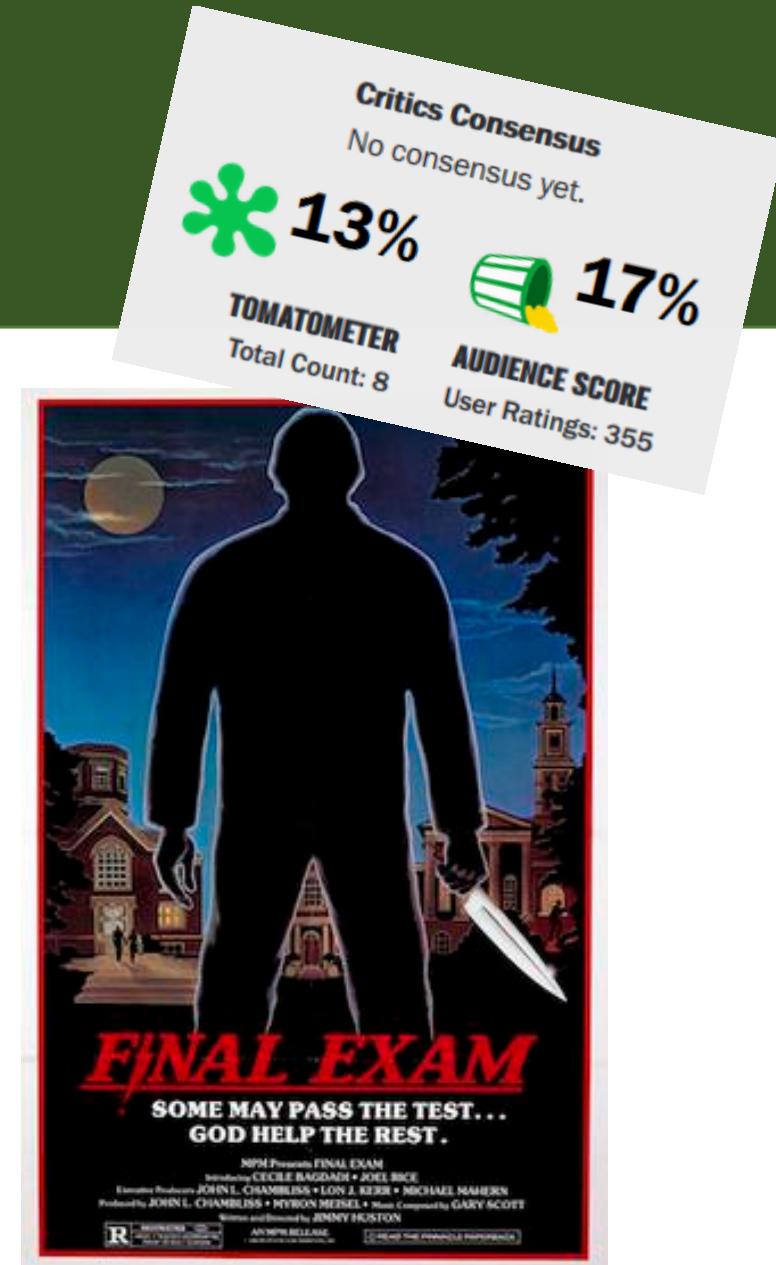
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 - This *may* add the 20% designated to your project to the final exam allocation, making your final exam worth 60% of your final grade and your project allocation 0% of your final grade



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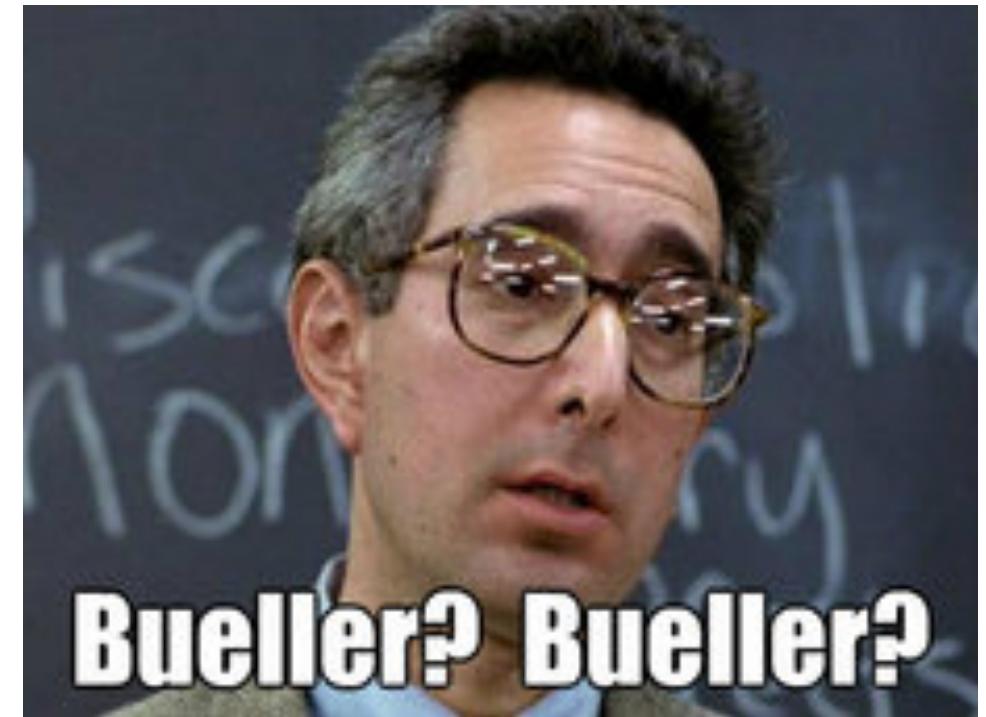
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- See the syllabus for criteria on deferred exams



Attendance & participation

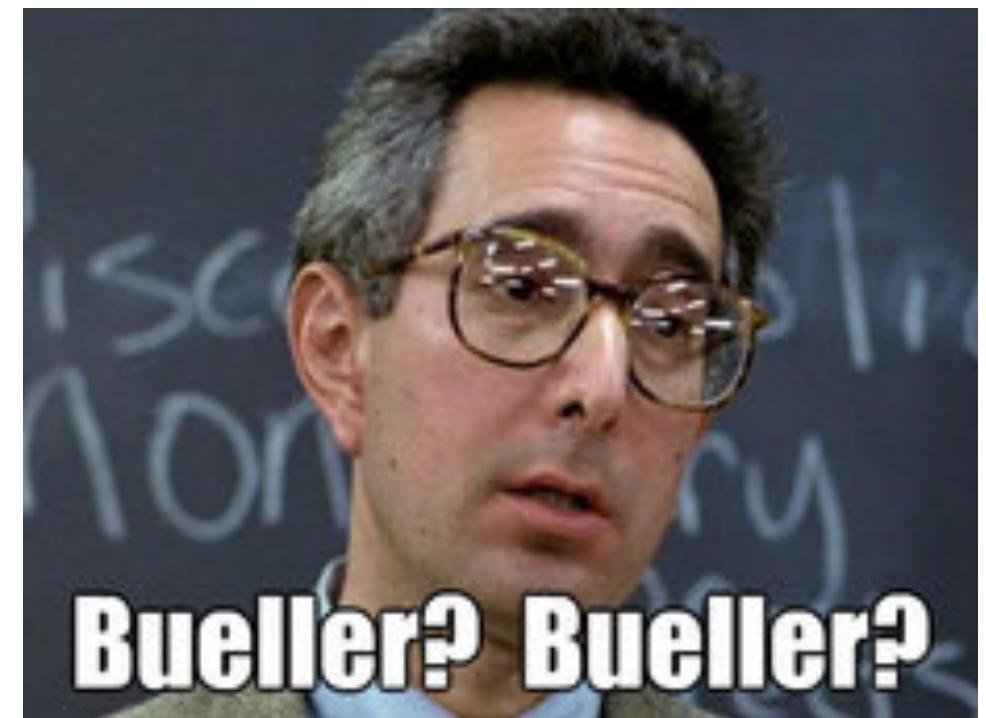
Attendance & participation

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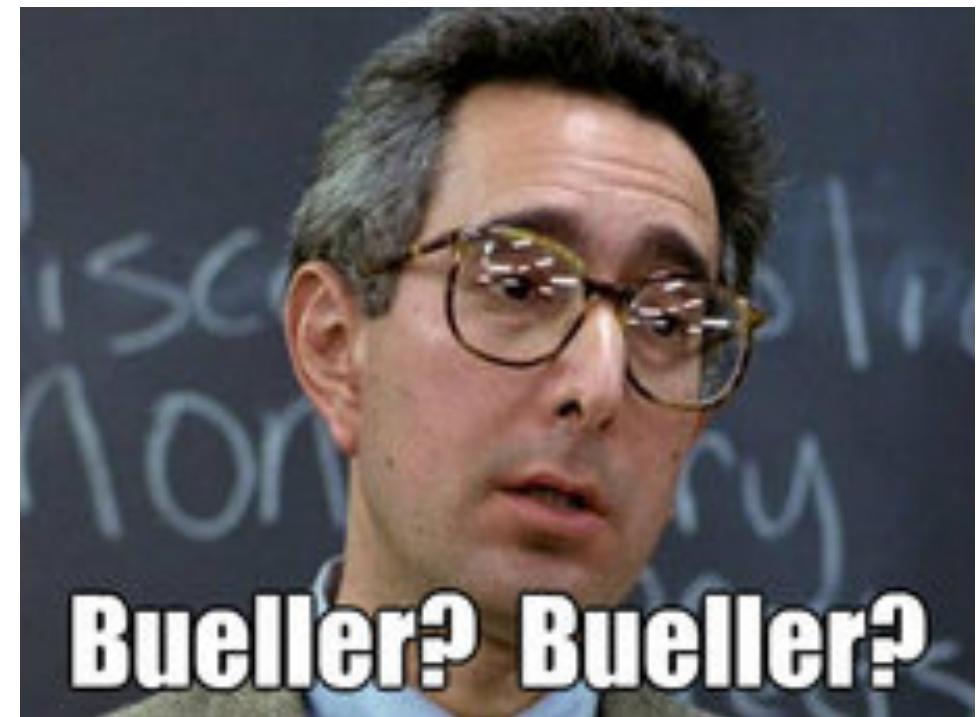
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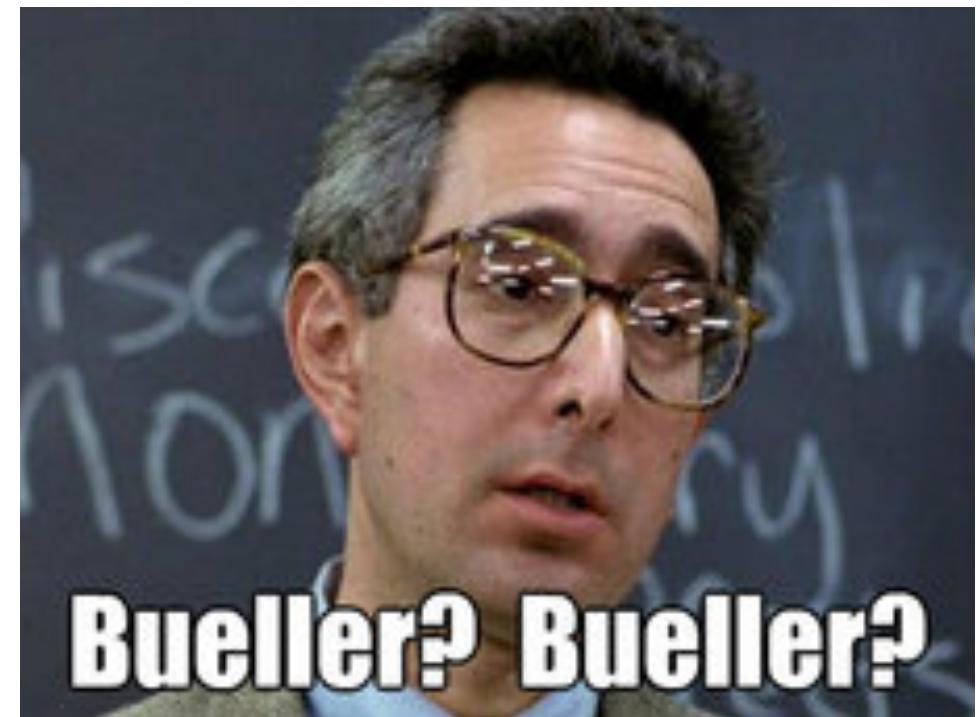
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- **NOTE:** Participation means actively participating (listening and/or interacting)



Some stats to ponder

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- ENSE 471, Winter 2019

Correlation Matrix

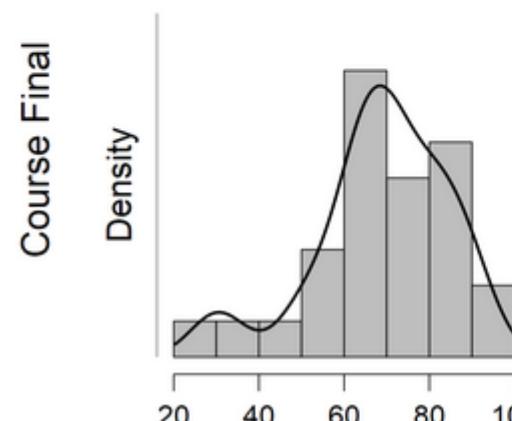
Pearson Correlations

| | | Pearson's r | p | Lower 95% CI | Upper 95% CI | |
|--------------|---|-------------|----------|--------------|--------------|-------|
| Course Final | - | Attendance | 0.839*** | < .001 | 0.674 | 0.924 |
| Course Final | - | APQ | 0.889*** | < .001 | 0.768 | 0.948 |
| Attendance | - | APQ | 0.925*** | < .001 | 0.840 | 0.966 |

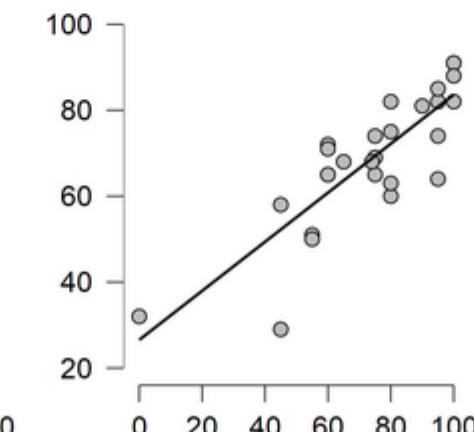
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Correlation Plot

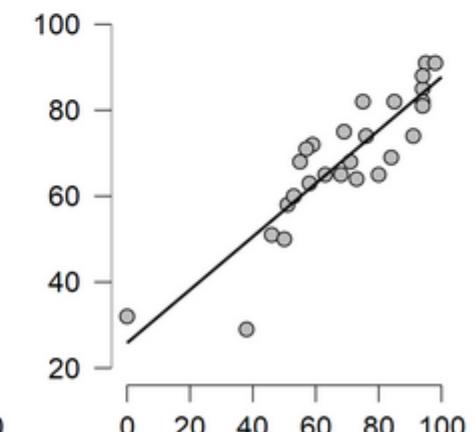
Course Final



Attendance



APQ



Some stats to ponder

- ENSE 471, Winter 2019
- ENSE 374, Fall 2019

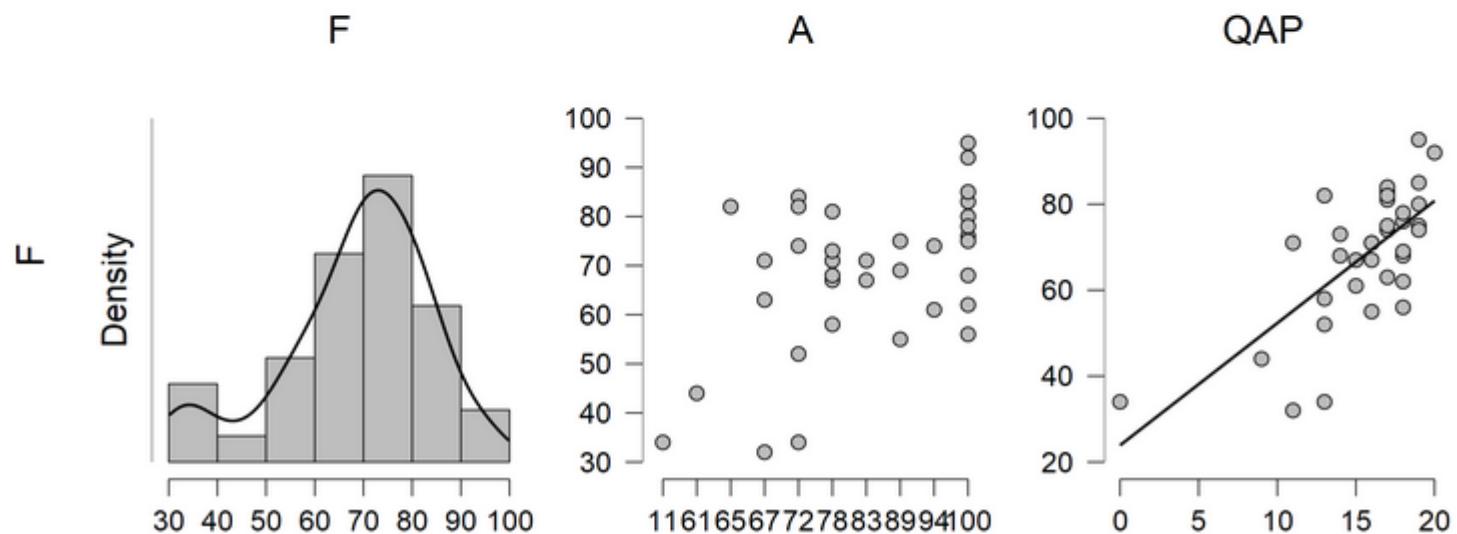
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|---|---|-------------|----------|--------------|--------------|-------|
| F | - | A | 0.542*** | < .001 | 0.255 | 0.741 |
| F | - | QAP | 0.697*** | < .001 | 0.474 | 0.836 |
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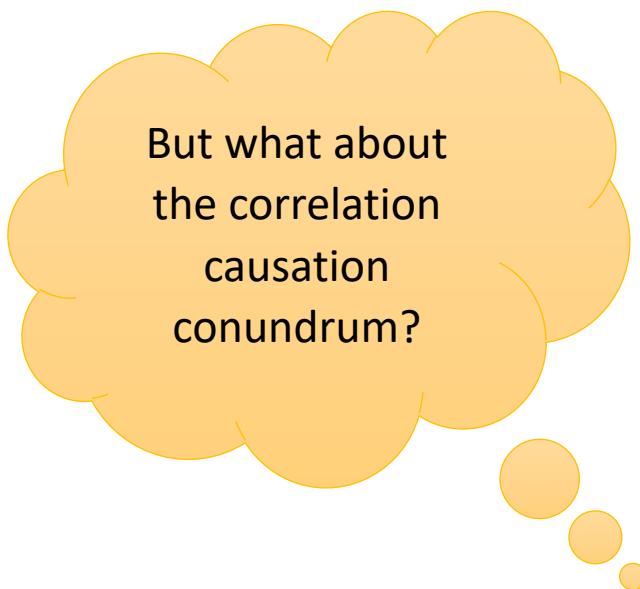
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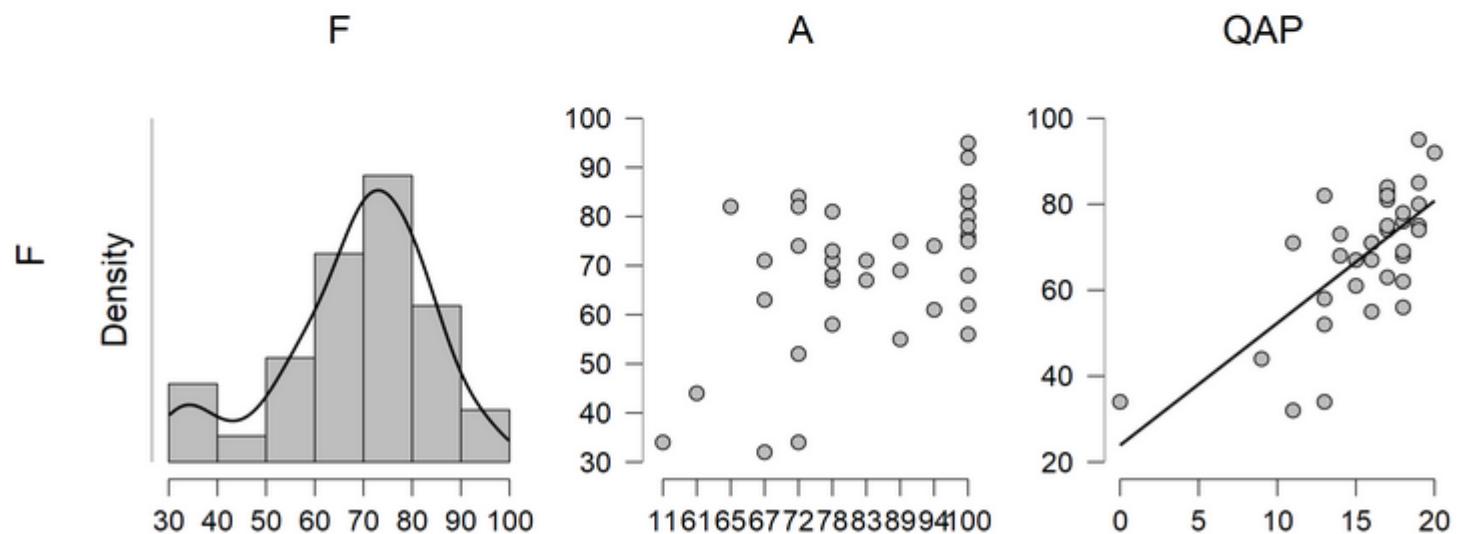
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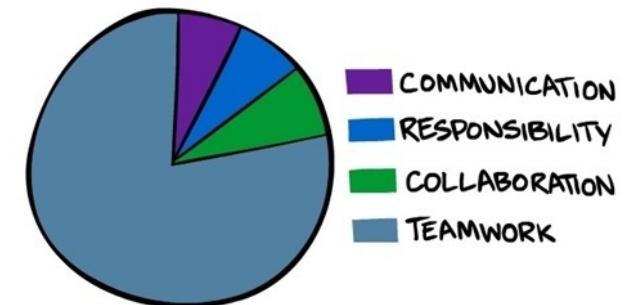


Design project

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- Participation in the design project is mandatory.
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 - Project report-outs and customer participation activities (embedded in the class schedule)
 - Attendance & participation
 - Upwards to 100% of the milestone grade allocation may be deducted as per the instructor's discretion (with detailed rationale/documentation provided)

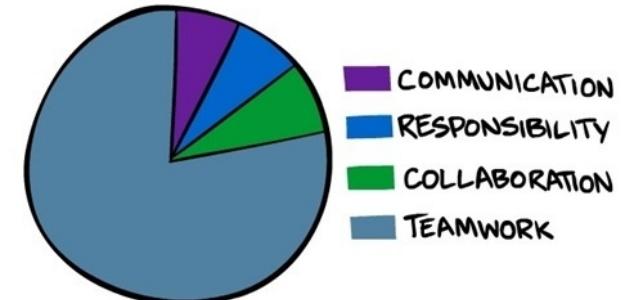
WHAT GROUP PROJECTS ARE SUPPOSED TO TEACH YOU



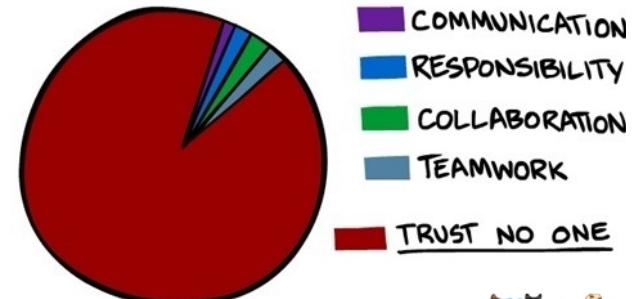
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- Groups (of 2-3 people) auto generated by the instructor

WHAT GROUP PROJECTS ARE SUPPOSED TO TEACH YOU



WHAT GROUP PROJECTS TAUGHT ME



Design project high-level details

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- Working with RCE Saskatchewan stakeholders to design a new website
 - Roger Petry (Co-Coordinator)
 - Jill Forrester and Auralee MacPherson (Communications)



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- Project deliverables may include (among others)
 - Assorted documentation
 - MVP plan
 - USM epics/backbone, stories/walking skeleton
 - Lo/Hi-fidelity design prototypes
 - Etc.



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 - Etc.
- More details to follow...
 - May 11 stakeholder Zoom!



Student research presentations

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 - Pre-year 2000
 - Post-year 2000

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- Papers are to be selected from:
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 - ACM Interactions: <https://interactions.acm.org/archive>
 - ACM Transactions on CHI: <https://dl.acm.org/loi/tochi>
 - **NOTE:** The library provides access to the ACM digital library which these papers are a part of
 - <https://login.libproxy.uregina.ca:8443/login?url=http://www.acm.org/dl/>

Student research presentations

- Students will select two research papers of their choice from specified time periods
 - Pre-year 2000
 - Post-year 2000
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 - CHI conference proceedings: <https://sigchi.org/conferences/conference-history/chi/>
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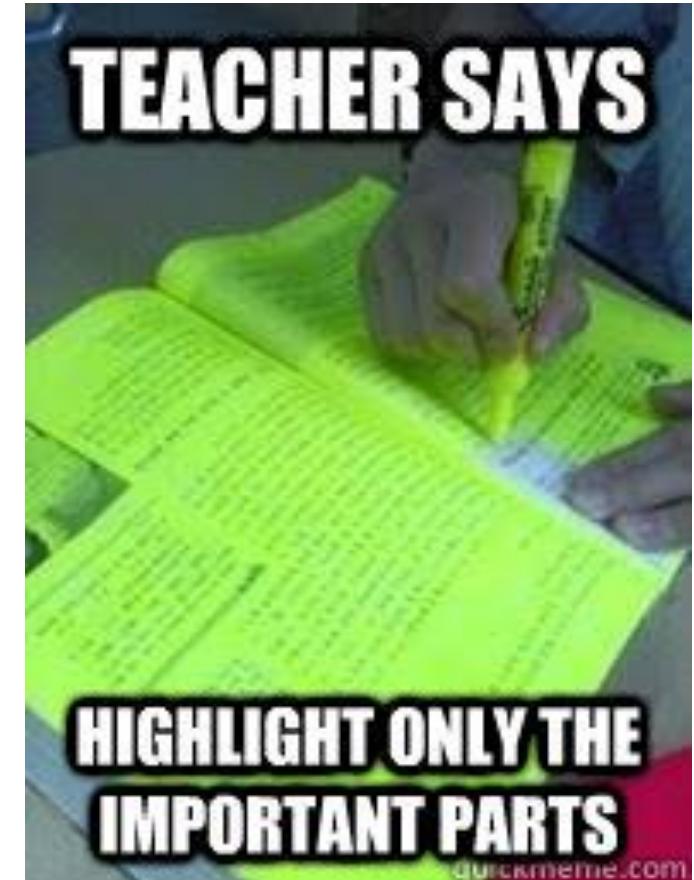
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Safety, behaviour, & ethics

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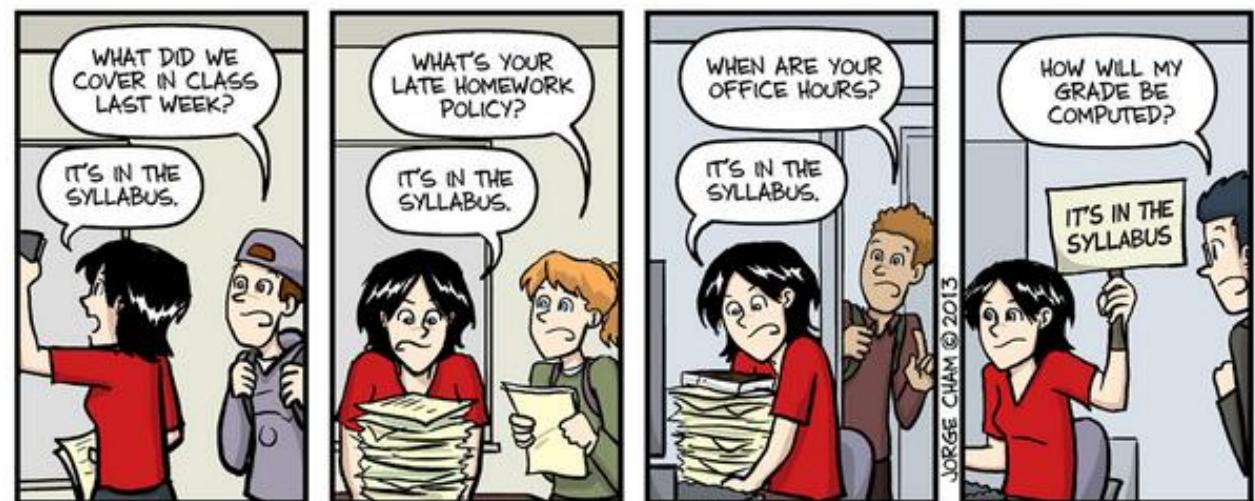
- University of Regina, Student Behaviour
 - <https://bit.ly/2Kppljm>
- University of Regina, About plagiarism:
 - <https://bit.ly/2r9cREm>
- University of Regina, Health, Safety, & Emergency Preparedness:
 - <https://bit.ly/2HFiOKA>
- Special need policy
 - Contact the Centre for Student Accessibility
 - <https://www.uregina.ca/student/accessibility/>
 - (optional) Schedule a time to chat with the instructor



Misc. notes

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- The syllabus is the one source of truth
 - And will be updated from time to time



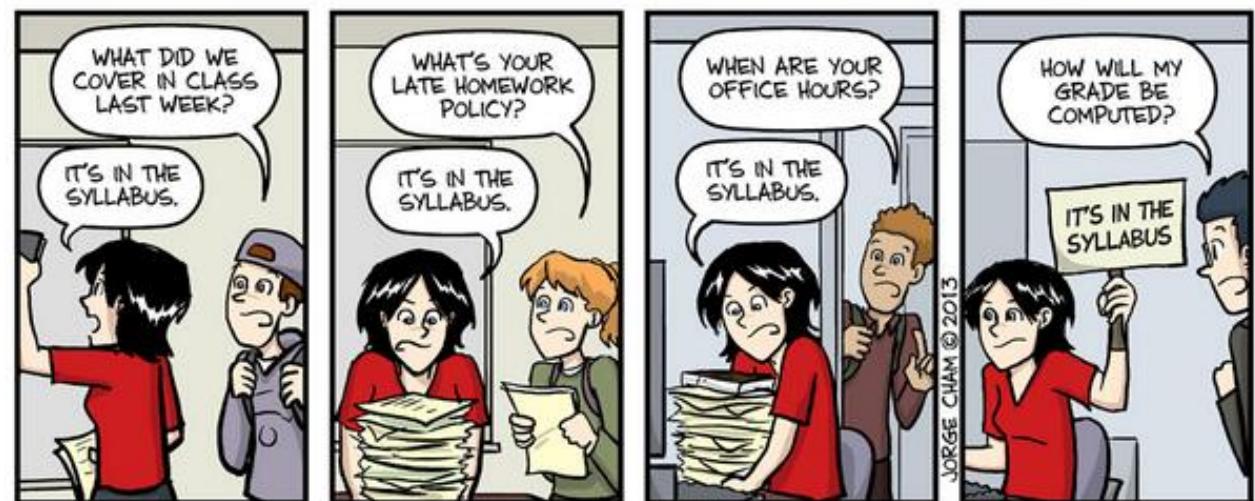
IT'S IN THE SYLLABUS

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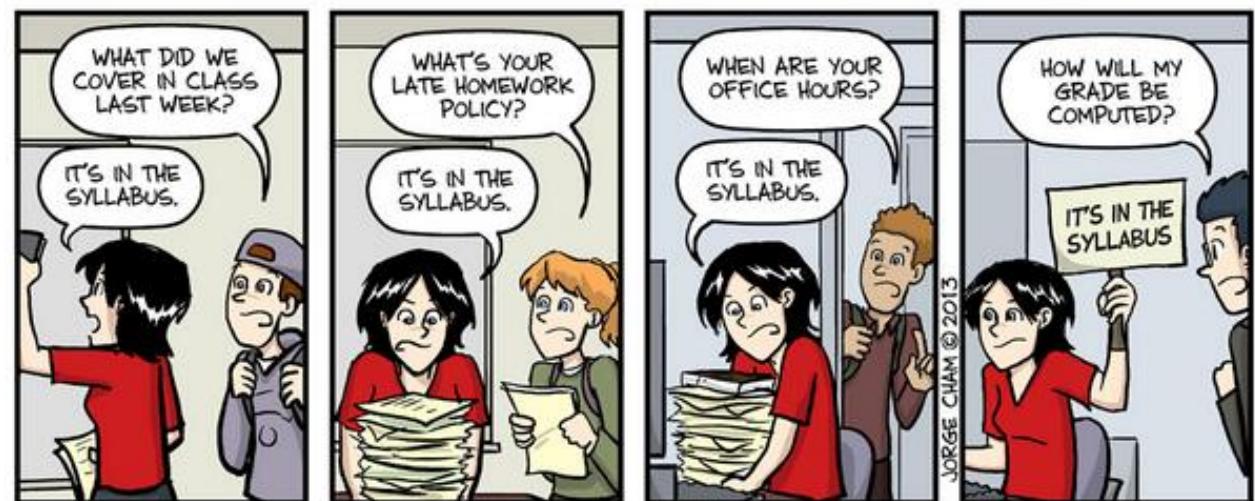
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 - What you folks do will provide the basis for students in ENSE 405 Winter 2021

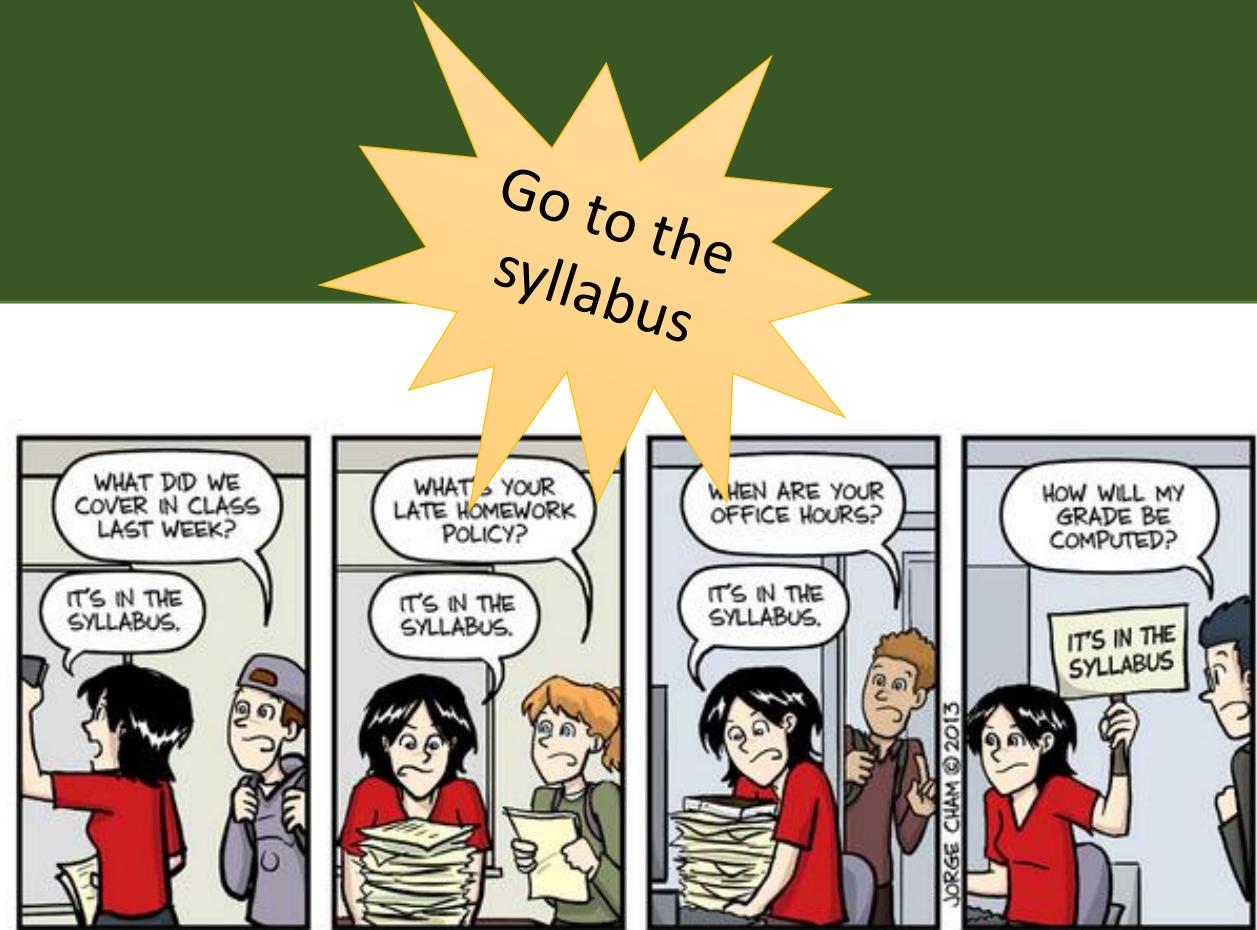


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 - Focus on process, evaluation, and design (no coding)
 - What you folks do will provide the basis for students in ENSE 405 Winter 2021
- Student presentations
 - Start looking for articles now!



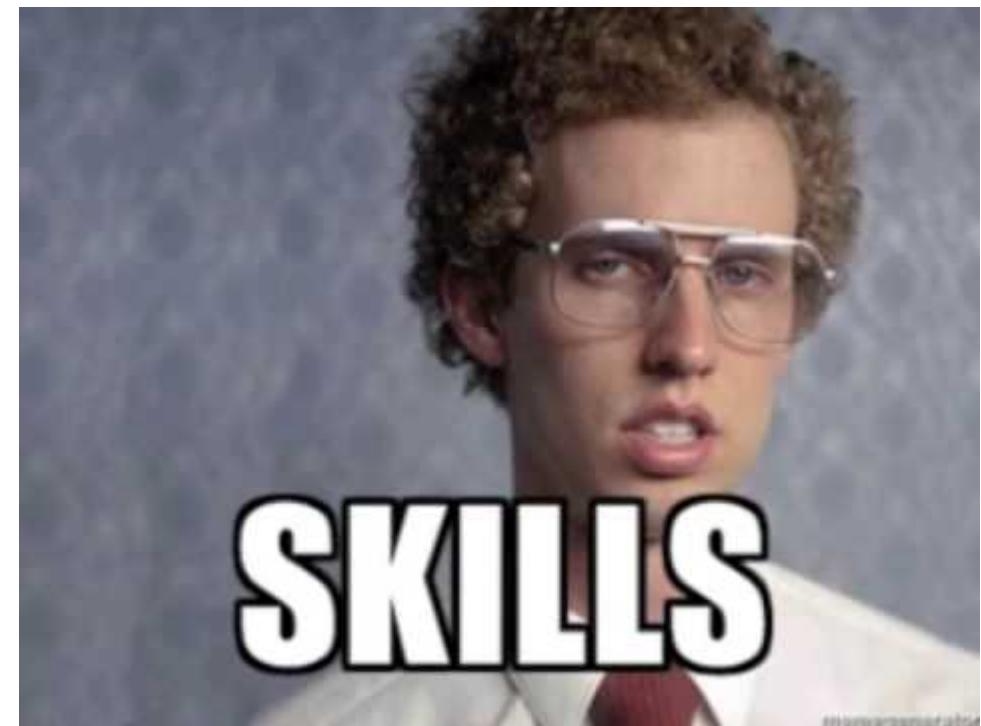
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Pragmatic philosophy

- Adapted from K. Arbuthnott of the Faculty of Psychology at the University of Regina. <https://www.uregina.ca/arts/psychology/faculty-staff/faculty/arbuthnott-katherine.html> (Accessed Jan 2019)

Pragmatic philosophy

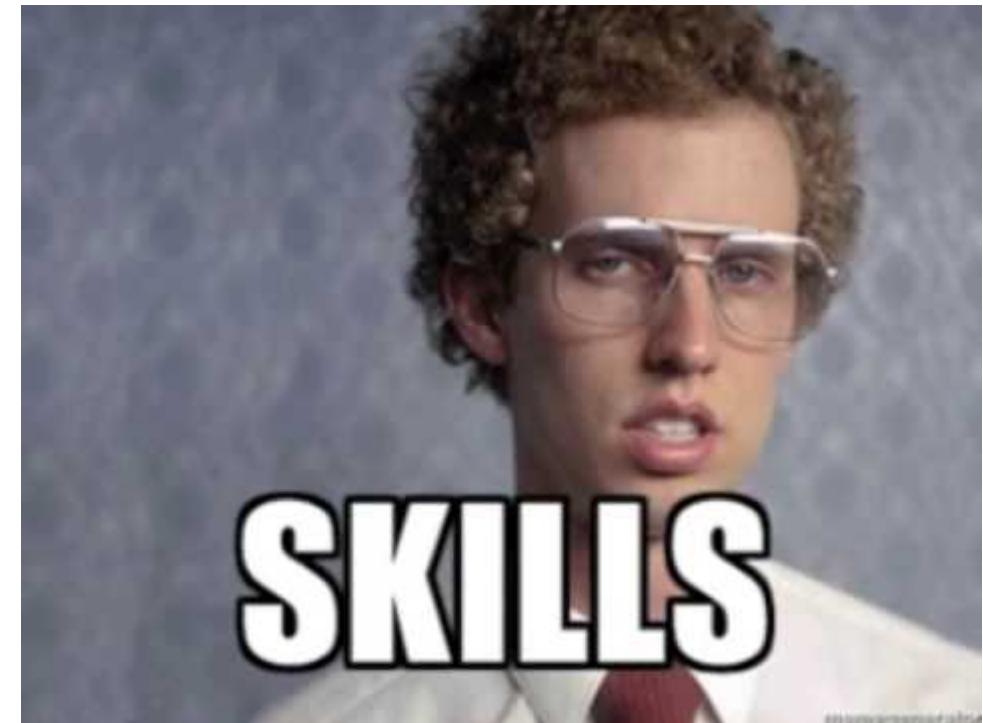
- Classes and job skills
 - Talent management/building
 - References for current and former students
 - Technology, business, education, and government



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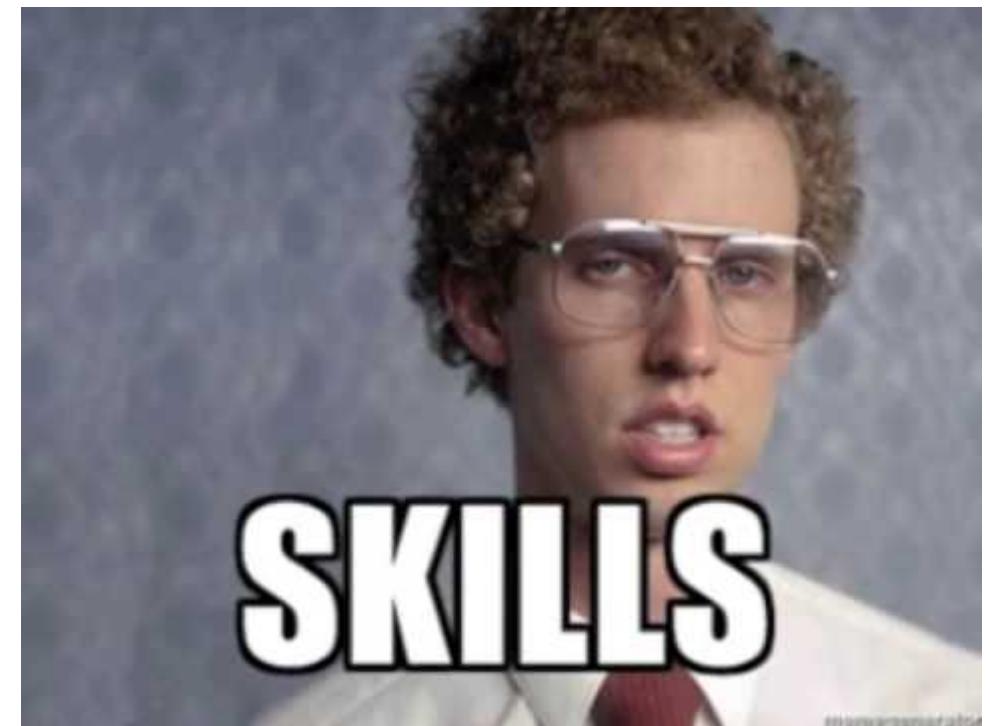
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- People skills
 - Communication
 - Team work
 - Leadership



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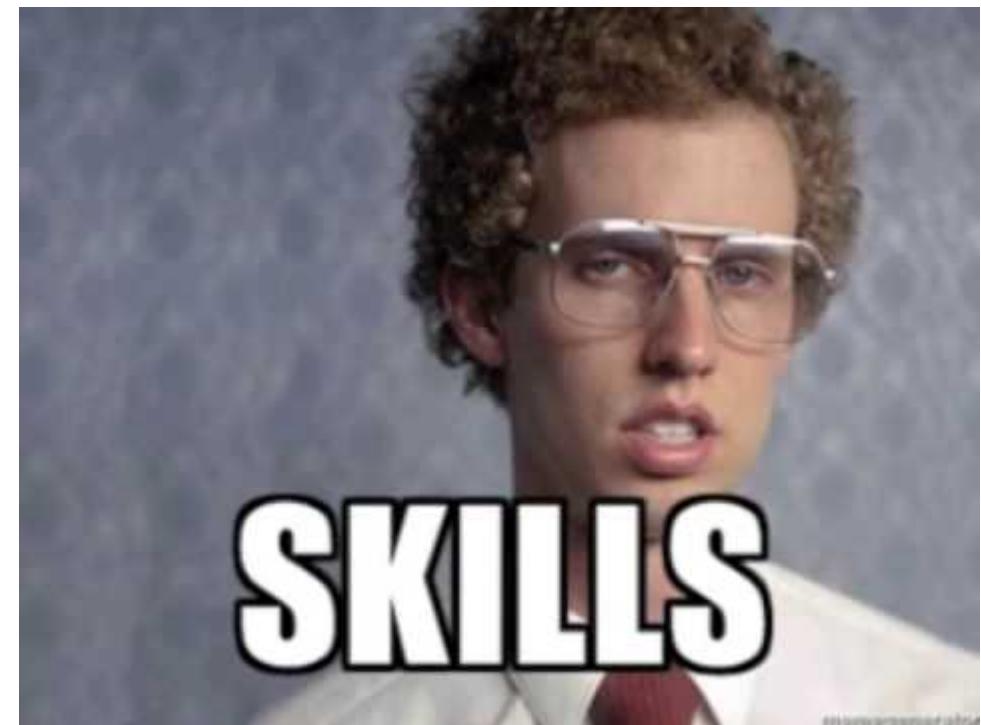
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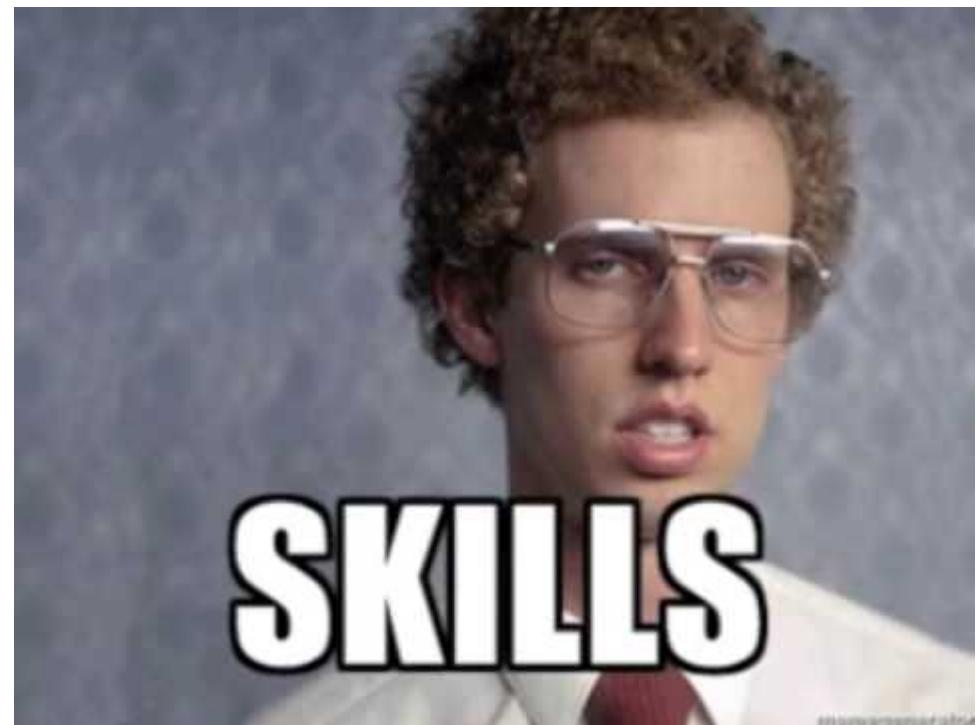
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 - Ability to take-in and use information
 - Problem solving



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Pragmatic philosophy

- Productivity skills
 - Ability to take-in and use information
 - Problem solving
- Personal Characteristics
 - Responsible & reliable
 - Independence & initiative
 - Responsive to feedback
 - Flexibility



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Take responsibility

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- Honesty & integrity
 - Mistakes/errors happen – accept blame
 - Don't blame a vendor, programming language, management, your co-workers
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Take responsibility

- A commitment to quality
- An active agreement
 - The right to analyze and requested
 - The right to say no in an inappropriate situation (defend the customer)
- Accepting responsibility
 - In saying yes to something you don't have time for
- Honesty & integrity
 - Mistakes/errors happen – accept responsibility
 - Don't blame a vendor, program manager, language management, your co-workers
 - Don't tell your boss "the cat ate my source code"

Provide
options, not
excuses

img



Perfect is the enemy of the good

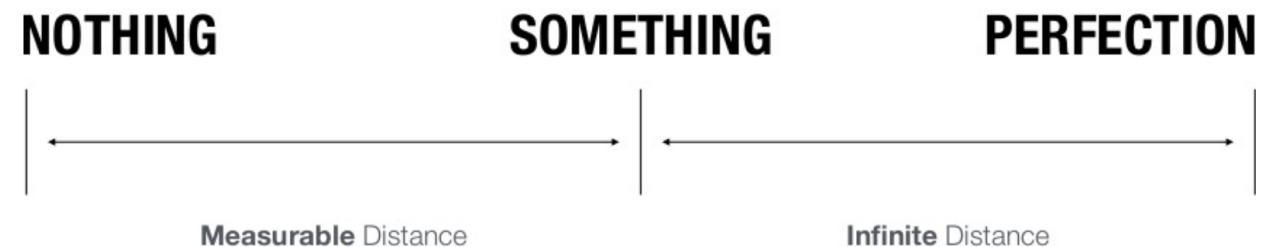
Perfect is the enemy of the good

- Things might be messy
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- Things might be messy
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- Absolute perfection vs good
 - Lecture content may not be perfect
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 - Original project plans may need tinkering as we go



Perfect is the enemy of the good

- Things might be messy
 - That is ok!
- Absolute perfection vs good
 - Lecture content may not be perfect
 - Mistakes & stutters will happen!
 - Original project plans may need tinkering as we go
- “*Do your best, leave the rest*”
 - These are strange & unique times!

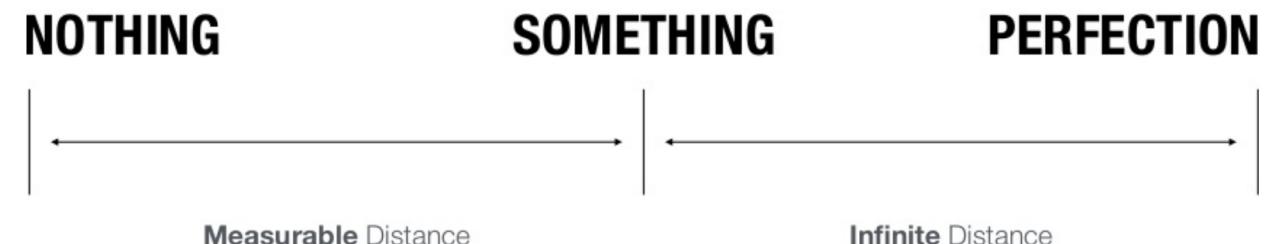


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