Human Computer Interaction (HCI) & User Experience Design (UXD)
Coursework 1: HCI/UXD Research Report

Specification

You should thoroughly research a topic relevant to this module and prepare a research report to provide relevant information, data, examples, and an analysis of future developments to include the following (as a minimum):

- A detailed discussion of the topic to include all major factors
- Examples/case studies where appropriate
- Future developments where appropriate
- Include your own views, comments and recommendations in the report
- You should not just repeat information from online or other sources, but analyse this to elicit what you feel are key issues with the focus on HCI/UXD.
- Where relevant you should include: Background/Introduction, examples/case studies, Key Research Finding, Technological Aspects, Conclusions, and Future Developments.

Topic:
Choose any topic relevant to the module. Below is a list of suitable topics. Anything not on the list please check suitability with your lecturer. Typical Topics include: Virtual Reality, Augmented Reality, Smart Devices in Health/Fitness, Wearable Smart Technology, Colour in Interfaces, Perception in HCI, Attention & memory constraints in HCI, Smart Devices for the Disabled, User-Centred Design, Social Aspects of HCI, Usability in HCI, Fun and engagement in computer interactions, Online Behaviour, Eye-tracking in HCI, Speech Recognition, Evaluation, Walkthroughs, Interface Metaphors, Intelligent Agents, Psychology of Cyberspace.
Length:
Approx. 2,000 – 3,000 words excluding appendices, images, diagrams etc.
Presentation:
Marks will be awarded for good presentation including: Table of Contents, page numbering, references (for online references include site address & date accessed), sections & section headings, suitable font, references etc.

Marking Scheme
30% of overall module mark (CW1=30%, CW2=60%, Class Test 10%)

Subject Research and Discussion	**50**
Case Studies /examples /evidence	**15**
Conclusions/Recommendations	**15**
Compliance with HCI Guidelines, Visual Impact, Presentation, Effectiveness of Communication	**10**
References, Sources	**10**
TOTAL	**100**

Submission Deadline: As specified on Moodle. Submission via Turnitin on Moodle.
Note: You are encouraged to submit early to allow for unexpected problems such as busy labs, printing problems, pressure of work etc. In accordance with current university rules, late submission within the first week will be penalised by 10%, but will not be accepted thereafter. Plagiarism will automatically be marked at zero. If you make use of freely available images from the web, please include copyright information as required. Web references should state the full URL, title of site/page as well as date and time accessed.

Additional Support Materials: Writing an HCI/UXD Research Paper

Seyens: How Scientists Read Research Papers There is some very useful advice at **http://www.seyens.com/how-scientists-read-research-papers/ .** Recent topics include:

- Humans Are Visual Creatures
- The »7 C's of Effective Communication« Applied to Science
- The Importance of Good Visual Design in Horizon 2020 Grant Proposals
- 5 Websites with Free Science Art and Photos
- What is Effective Communication?

Even the most groundbreaking results will be neglected and often missed by the community if they are not effectively communicated. However, to effectively communicate, we should first understand the audience and how they consume information. In the modern world we are bombarded with information. To cope with this overload, most of humans employ shortcuts which help us somehow weed out the unnecessary information and grasp the essential messages. This means that one has to learn how to manage time and do things effectively – including effectively reading i.e. scanning

Open Knowledge Maps (**https://openknowledgemaps.org/**) are a non-profit organization which is building a visual interface that dramatically increases the visibility of research findings for science and society alike. They have a useful visual map of research topics where you can enter topics to view related research.