



Course program and reading list

Semester 1 Year 2021

School: Sammy Ofer School of Communications M.A.

HCI Research Marathon

Lecturer:

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Course No.:	Course Type :	Weekly Hours :	Credit:
2880	Workshop	2	2

Course Requirements :	Group Code :	Language:
No Final Assignment	211288000	English

Course Description

In this two days intense Hackathon, groups will work together to build a Proof of Concept (POC) prototype of a product or experience based on HCI methodologies.

The projects will be developed based on the theoretical and applied research knowledge students gained during the first semester, in exploring a new subject in an HCI perspective, and in understanding user needs and behavior.

Students will be challenged with prototyping in new tools and in developing a concept in an unfamiliar context.



Course Goals

- Applying knowledge and skills acquired during the first semester in studying a new subject in an HCI perspective, understanding user needs and behavior, and prototyping .
 - Experience the creative and intensive group work and sprint prototyping for POC which characterize Hackathons.
 - Experience development process from brief to concept, low fidelity prototype and maybe medium fidelity prototype.
 - Experiencing hardware prototyping
 - Practice presentation to industry mentors
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Grading

Projects will be presented at the end of the event and graded by a judges panel based on the following criterias:

- Participation 20% (individual)
 - Project evaluation 40%
 - Process evaluation 30%
 - Project presentation 10%
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Reading List

Hackathons as an informal learning platform. / Nandi A, Mandernach M.

In Proceedings of the 47th ACM Technical Symposium on Computing Science Education 2016 Feb 17 (pp. 346–351). ACM.

Prototyping an IDEO Make-a-thon

Mixing makers, hackers, designers, and Open IDEOers in IDEO's London studio

in <https://labs.ideo.com/2012/04/02/ideomake/>