



Course program and reading list

Semester 3 Year 2021

School: Sammy Ofer School of Communications M.A.

Final Project – Practicum

Lecturer:

Prof. Oren Zuckerman orenz@runi.ac.il

Mr. Iddo Wald iddo.wald@runi.ac.il

Mr. Ofir Sadka ofir.sadka@post.runi.ac.il

Course No.:	Course Type :	Weekly Hours :	Credit:
2888	Elective	4	4

Course Requirements :	Group Code :	Language:
Final Paper	213288800	English

Course Description

Students who are motivated and available can pursue a final project in one of the following categories. Expected commitment in a final project is around 10 hours a week during the summer semester or earlier. This course has no fixed meeting times, all meeting times will be set with the project mentors.

Final project categories:

- **UX Practicum:** suitable for students with some UX experience, a practicum in a technology company. The company can be one of the current program's industry partners, or a new partner suggested by the students. Practicum are not guaranteed, but depend on a mutual fit between the industry partner and the students skills/interest. For example practicum at Amdocs's UX team.
- **UX Portfolio:** suitable for students with no experience in UX, a guided project by a UX expert, that will help the student learn the practical aspects of UX design, and

will enrich the student's portfolio with relevant work/s. For example UX design of a new set of features for a known product.

- **HCI Innovation / Interaction Design:** suitable for students interested in research or implementation of a new interactive technology, at one of IDC's research labs or industry partners. These projects can be an extension of the student's seminar project, or an exploration of a new experience. Projects can be personal, guided by the student's motivation, or an extension of an existing project in a lab or industry. For example the Snapchat "future of storytelling" project, or a personal project of a new toy for children, a new VR experience for rehabilitation or an interactive art project.
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Course Goals

Provide students with a personal challenge and an opportunity for self expression.

Student would be able to challenge themselves within the fields of HCI research, user experience or interaction design.

The deliverables of the course should present a meaningful personal contribution to the field.



Grading

Grades will be determined based on two main factors:

1. Ongoing work on the project in aspects of personal challenge and development
 2. Quality of final project submission
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Reading List

Reading lists will be given individually depending on the specific project