Multimedia Design

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1. Course Description

This course aims to understanding of human cognitive information processing and user-computer interaction, and will study interface problems, design, and evaluation methods.

The course includes lectures, assignments, and final written examination.
This course follows DP4M in the diplomat policies of the faculty.

2. Course Objectives

By the end of this course, you will be able to:
(1) understand and explain the fundamental principle of the cognitive interface
(2) understand and explain the human information processing function and the cognitive characteristics
(3) understand and explain the interface design and its evaluation method

3. Grading Policy

Grade will be computed as follows:
- Weekly assignments 30%
- Final examination 70%
You can receive a credit if you obtain 60% and above.

4. Textbook and Reference

Textbook
加藤隆　認知インタフェース　オーム社
Reference
ドナルド・A・ノイマン　誰のためのデザイン？　新曜社
太田高志　人とコンピュータの関わり　コロナ社

5. Requirements(Assignments)

Before class:
You should summarize a note named "worksheet" by reading the textbook or additional texts on LMS, and submit it at the beginning of each class.

After class:
At the end of each class, problem sets will be provided over LMS. Solve problem sets for each class and submit them by the deadline.

6. Note

7. Schedule

[1]	guidance for this course.
	(1) Cognition and interface
[2]	(2) Interaction of cognitive artifacts
[3]	(3) Representation of perception and processing
[4]	(4) Attention and execution
[5]	(5) Memory mechanism and encoding process
[6]	(6) Search process of memory
[7]	(7) Potential cognition
[8]	(8) Use of knowledge
[9]	(9) Visualization of interaction
[10]	(10) Human error
[11]	(11) Trade-offs in design
[12]	(12) Usability evaluation by design principle and model
[13]	(13) Usability evaluation by user testing
[14]	(14) Future work for interface
[15]	Review and summary