

**Санкт-Петербургский филиал федерального государственного
автономного образовательного учреждения высшего образования
"Национальный исследовательский университет
"Высшая школа экономики"**

Факультет Санкт-Петербургская школа социальных и гуманитарных наук
Национального исследовательского университета «Высшая школа экономики»
Департамент социологии

Рабочая программа дисциплины
Человеко-компьютерное взаимодействие и социальный компьютеринг
(преподается на английском языке)

для образовательной программы «Социология»
направления подготовки 39.03.01 «Социология»
уровень бакалавр

4 курс

Разработчик программы:

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Согласована методистом ОСУП

«09» января 2017 г.

Т.Г. Ефимова _____

Утверждена Академическим советом образовательной программы

«09» января 2017 г., № протокола _____ 5 _____

Академический руководитель образовательной программы

Д.А. Александров _____

Санкт-Петербург, 2017

*Настоящая программа не может быть использована другими подразделениями
университета и другими вузами без разрешения кафедры-разработчика программы*

Course Syllabus

Title of the course	Human-Computer Interaction and Social Computing		
Title of the Academic Programme	BA Sociology		
Type of the course	Elective		
Prerequisites	Exposure to information systems. First course in programming and/or data analysis is recommended		
ECTS workload	3 ECTS		
Total indicative study hours	Directed Study	Self-directed study	Total
	32	76	108
Course Overview	<p>Human-Computer Interaction is a discipline, focusing on research and design of user experience and interaction between people and computers. Social Computing focuses on an extremely important case of this interaction then IT mediate complex human-to-human interactions, e.g. in online organizational communication (Slack, Asana, Basecamp), communities of practice (Quora, StackOverflow), massive multiplayer online games, and many other settings.</p> <p>In our course we cover various aspects of HCI, focusing on social and collaborative systems as the object.</p> <p>As the course placed quite late in BA Sociology curriculum, we will focus on the needs of two audiences: those whose thesis is related to Information Systems (social media, online games, online services and platforms, etc.), and those who considering IT-related study/job tracks.</p>		
Intended Learning Outcomes (ILO)	<p>Understand the connection between social science theory and methodology, and social computing systems</p> <p>Use relevant sociological and sociopsychological models and theories in HCI/social computing domain</p> <p>Conduct user studies applying social science and UX-specific research methods</p> <p>Design and develop interface projects and prototypes, grounded in relevant theory and user studies results</p> <p>Communicate findings in various formats, coherently using common HCI elements (personas, scenarios, wireframes, etc)</p> <p>Demonstrate ability to communicate with different stakeholders on all stages of the project</p>		
Teaching and Learning Methods	<p>Short format of the course requires the mix of different learning methods and formats.</p> <p>Participation in the class discussion requires extensive reading, completion of small observational and self-reflective tasks, and contribution to online group class notes.</p> <p>In addition, some materials from various massive open online courses are used where relevant to extend the scope of the course.</p> <p>Focused literature review on the topic related to student's research interests, extensively using core conference papers, allows the student to dive into relevant area and informs his own practical research.</p> <p>A short empirical research project integrates the skills, developed through the course. During the project students participate in two workshops, one on research methods and the other on prototyping, discuss and peer-review their results.</p>		

Content and Structure of the Course					
№	Topic / Course Chapter	Total	Directed Study		Self-directed Study
			Lectures	Tutorials	
1.	HCI. Introduction to Human-Centered Design	9	2	2	5
2.	Collaborative Work and Social Computing: Communication, Collaboration, Social Action and Structural Embeddedness	19	4	4	11
3.	Topics in Social Computing. Collective Intelligence, Gamification, Crowdsourcing, E-learning	16	4	2	10
4.	Studying User Experiences. Strategies and Methods	31	2	4	25
5.	Design and Evaluation	33	4	4	25
Total study hours		108	16	16	76
Indicative Assessment Methods and Strategy		<ul style="list-style-type: none"> • <i>Seminar Participation, including contributing to group course notes (40% of the final grade)</i> • <i>Literature Review and Presentation (20% of the final grade)</i> • <i>Empirical Study Essay and Presentation (40% of the final grade)</i> Missed seminars are compensated by increased participation in the group course notes or make up essay on the topic of the seminar.			
Readings / Indicative Learning Resources		<p><u>Mandatory:</u> Papers from main HCI/SciComp venues (including CHI, CSCW, ACM Group, CHI Play and others), available in ACM Digital Library and other HSE e-resources</p> <p>E.g.: Deterding, Sebastian, Miguel Sicart, Lennart Nacke, Kenton O’Hara, and Dan Dixon. 2011. “Gamification. Using Game-Design Elements in Non-Gaming Contexts.” In <i>CHI ’11 Extended Abstracts on Human Factors in Computing Systems</i>, 2425–2428. CHI EA ’11. New York, NY, USA: ACM. doi:10.1145/1979742.1979575.</p> <p><u>Additional:</u></p> <ul style="list-style-type: none"> • Benyon, David. 2013. <i>Designing Interactive Systems: A Comprehensive Guide to HCI, UX and Interaction Design</i>. 3 edition. Pearson. • Goodman, Elizabeth, Mike Kuniavsky, and Andrea Moed. 2012. <i>Observing the User Experience, Second Edition: A Practitioner’s Guide to User Research</i>. 2 edition. Amsterdam ; Boston: Morgan Kaufmann. • Dourish, Paul. 2004. <i>Where the Action Is: The Foundations of Embodied Interaction</i>. New Ed edition. The MIT Press. • Kraut, Robert E., Paul Resnick, Sara Kiesler, Moira Burke, Yan Chen, Niki Kittur, Joseph Konstan, Yuqing Ren, and John Riedl. 2012. <i>Building Successful Online Communities: Evidence-Based Social Design</i>. Reprint edition. The MIT Press. • Morville, Peter. 2005. <i>Ambient Findability: What We Find Changes Who We Become</i>. 1 edition. Beijing ; Sebastopol, CA: O’Reilly 			

	<p>Media.</p> <ul style="list-style-type: none"> Olson, Judith S., and Wendy A. Kellogg, eds. 2014. <i>Ways of Knowing in HCI</i>. 2014 edition. Springer. Olson, Judith S., and Gary M. Olson. 2013. <i>Working Together Apart: Collaboration over the Internet</i>. 1 edition. Morgan & Claypool Publishers. <p><u>Internet resource examples:</u></p> <ul style="list-style-type: none"> https://www.coursera.org/learn/human-computer-interaction https://www.coursera.org/learn/design-research https://www.edx.org/course/understanding-user-needs-michiganx-ux502x https://www.edx.org/course/ux-research-scale-analytics-online-michiganx-ux508x 		
Indicative Self- Study Strategies	Type	+/-	Hours
	Reading for seminars / tutorials (lecture materials, mandatory and optional resources)	+	20
	Assignments for seminars / tutorials / labs	+	10
	E-learning / distance learning (MOOC / LMS)	+	16
	Fieldwork	+	5
	Project work	+	20
	Other (please specify)	-	0
	Preparation for the exam	+	5
Academic Support for the Course	Guidelines and recommendations are provided as a part on online course notes, co-created by instructors and students throughout the course.		
Facilities, Equipment and Software	Computer class, Access to the Internet and HSE e-resources		
Course Instructor	Ilya Musabirov MA (Social Science), MSc (Computer Science), Lecturer, Department of Sociology Paul Okopyny MA (Sociology), graduate student in HCI (Uppsala University)		