


In view of the health context linked to the spread of the coronavirus, the methods of organisation and evaluation of the learning units could be adapted in different situations; these possible new methods have been - or will be - communicated by the teachers to the students.

4 credits	30.0 h	Q1
-----------	--------	----

Teacher(s)	Kieffer Suzanne ;Tylski Rémi ;
Language :	French
Place of the course	Mons
Main themes	<ul style="list-style-type: none"> <li>· Project lifecycle</li> <li>· Methodologies: SCRUM (méthode agile); UCD (User-Centered Design); AUCDI (Agile User-Centered Design Integration)</li> <li>· Design: UCD; design thinking; creative problem solving</li> <li>· Evaluation: analysis of user attitude and user behavior</li> <li>· Planning, development and evaluation of digital strategies</li> </ul>
Aims	<p>Upon completion of this course, the student will be able to :</p> <ul style="list-style-type: none"> <li>· AA1: Describe the SCRUM and UCD methods</li> <li>· AA2: Explain the integration of SCRUM and UCD by illustrating different situations throughout the lifecycle of a project (phase, level of effort, deliverables, etc.)</li> <li>· AA3: Apply UCD methods and techniques that support the design and evaluation of interactive systems within project development</li> <li>· AA4: Analyze and compare several deliverables (e.g. two prototypes), and choose the most efficient by justifying their choice</li> <li>· AA5: Plan and evaluate development activities, and propose solutions that iteratively improve the digital strategy</li> </ul> <p>-----</p> <p><i>The contribution of this Teaching Unit to the development and command of the skills and learning outcomes of the programme(s) can be accessed at the end of this sheet, in the section entitled "Programmes/courses offering this Teaching Unit".</i></p>
Evaluation methods	<p><b>Due to the COVID-19 crisis, the information in this section is particularly likely to change.</b></p> <p>Formative assessment including individual assignments, group assignments and knowledge tests. The validation of the credits associated with this course requires the success of each of these activities. All relevant information related to these terms and conditions is available on the Student-Corner.</p>
Teaching methods	<p><b>Due to the COVID-19 crisis, the information in this section is particularly likely to change.</b></p> <p>Hybrid teaching combining lectures, flipped classroom and teaching by project</p>
Content	<p>Project Management Processes: Initiate, Plan, Execute, Control, Close</p> <p>Methodologies: user-centered design and agile method</p> <p>Development lifecycle</p> <p>Prototyping and testing</p> <p>Creativity methods: design thinking, creative problem solving</p>
Inline resources	<p>Student-Corner: slides, bibliography, workshops, assignments, models and criteria grids for evaluation</p> <p>Web: videos, blogs, websites, online software</p>

Bibliography	<p>Beck, K., et al. (2001). Manifesto for Agile Software Development. Web: <a href="http://www.agilemanifesto.org">www.agilemanifesto.org</a>, last accessed 27-juin-18.</p> <p>Beyer, H., &amp; Holtzblatt, K. (1999). Contextual design. <i>interactions</i>, 6(1), 32-42.</p> <p>Garcia, A., da Silva, T. S., &amp; Selbach Silveira, M. (2017, January). Artifacts for agile user-centered design: a systematic mapping. In <i>Proceedings of the 50th Hawaii International Conference on System Sciences</i>. DOI=<a href="http://doi.org/10.24251/HICSS.2017.706">http://doi.org/10.24251/HICSS.2017.706</a></p> <p>Kieffer, S., Ghouti, A., &amp; Macq, B. (2017). The Agile UX Development Lifecycle: Combining Formative Usability and Agile Methods. In <i>Proceedings of the 50th Hawaii International Conference on System Sciences (HICSS-50)</i>. IEEE, HI, 2017, 10 pages. DOI=<a href="http://doi.org/10.24251/HICSS.2017.070">http://doi.org/10.24251/HICSS.2017.070</a></p> <p>Maguire, M. C. (2001). Methods to support human-centred design. <i>International Journal of Human-Computer Studies</i>, 55(4), 587-634. DOI=<a href="http://doi.org/10.1006/ijhc.2001.0503">http://doi.org/10.1006/ijhc.2001.0503</a></p> <p>Shneiderman, B., &amp; Leavitt, M. (2006). Research-based web design &amp; usability guidelines. U.S. Department of Health and Human Services, Washington, D.C.</p>
Other infos	Some teaching resources are in English
Faculty or entity in charge	COMU

<b>Programmes containing this learning unit (UE)</b>				
Program title	Acronym	Credits	Prerequisite	Aims
Master [60] in Information and Communication	COMM2M1	5		
Master [120] in Communication	COMM2M	5		