PSYC0032. Engineering Psychology (6 credits)

Students are introduced to interaction design, an emerging field of Engineering Psychology, that takes a user-centered approach to designing interactive digital products, environments, systems, and services. Skills learned in this course include:

1. User-centered and goal-directed design techniques
2. Practical and scientific principles behind the design of interactive systems
3. Quantitative and qualitative analysis of interaction designs
4. Design communication and teamwork

Assessment: 100% coursework.

Prerequisites: NONE.