Design thinking, Technology and Human Behaviour (CS 262 / PSY 215)

Credit Hours: 3

Course Pre-Requisites: None

Instructor: Suleman Shahid

Schedule: Monday to Friday (10 AM – 12 PM)

Course Description

This course aims to develop students’ understanding of the intersection between areas of design, technology and human behavior. It will examine the ways in which design and technology interact with and alter human behaviour. Conversely, it will also explore how a deeper understanding of human behaviour and psychology can enable us to design better interventions (in a form of different kinds of systems and utilities that involve communities of people and technology) that can create a positive impact on people and society.

This multidisciplinary course will also equip students with the necessary research methods and tools to practically apply these insights by carrying out practical projects in which they will follow the complete “design thinking cycle” using the weekly sprint based approach: (1) defining the problem statement, (2) conducting meaningful user research using quantitative and qualitative methods, (3) analyze findings and complement them with theoretical understanding of human behaviour trends, (4) designing the prototype and (5) evaluating the proposed intervention. The course takes the “people first” approach where technology takes a secondary role in the intervention design process.

The course comprises a series of lectures, presentations, discussions, a semester-long project with the applied value. The course does not require prior technology and computer science knowledge.