HUMAN-CENTERED DESIGN AND DEVELOPMENT, B.S. (INFORMATION SCIENCES AND TECHNOLOGY)

Begin Campus: Abington, Altoona, Berks, Beaver, Brandywine, DuBois, Erie, Fayette, Greater Allegheny, Harrisburg, Hazleton, Lehigh Valley, Mont Alto, New Kensington, Shenango, Schuylkill, University Park, Wilkes-Barre, Scranton, York

End Campus: University Park

Program Learning Objectives

1. Communicating with colleagues, users, and other stakeholders about complex ideas describing actual and envisioned technology in use.
2. Developing working, production technologies to address identified design opportunities.
3. Understanding the importance of professional ethics and enacting these in human-centered design and development practice.
4. Applying and developing skills in a mix of qualitative and quantitative methods to collect and analyze formative and summative usability data.
5. Selecting, organizing and implementing design and development activities involving users and other stakeholders.
6. Developing models of human activity with and without technology support.
7. Envisioning, designing, and evaluating new technology prototypes using appropriate interaction modalities, styles and techniques.
8. Understanding the context and technology requirements of users and other stakeholders, and articulating how design and evaluation concerns are affected by their context.
9. Understanding how humans' physical and cognitive capabilities inform interaction and experience design.