

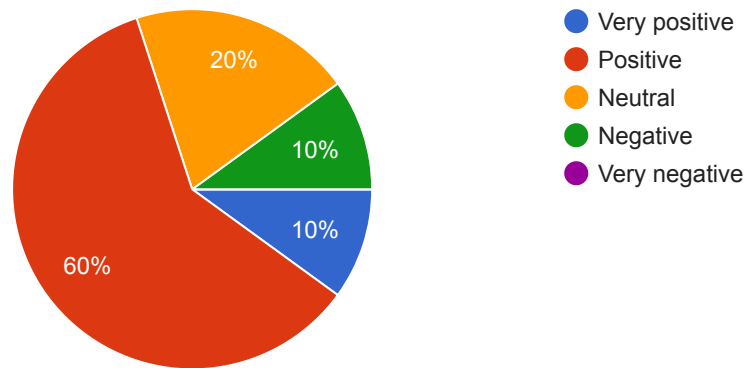
Course evaluation for Human-Computer Interaction, Research seminars, DH2632

10 responses

1. What is your overall impression of the course?



10 responses



Comment

4 responses

The paper fler very daunting, and it was hard to get started and hard to understand exactly how you wanted it to look like. It turned out fine in the end, but I remember stressing a lot about it at the time.

The seminars were nice, better than the previous format I would say

This course really sucks. It feels like an advertisement of the worst non-practical parts of HCI Research. Like HCI is cool....and the most boring parts of HCI were emphasized. Totally non-practical. Really has driven away my interest from doing research in the field at KTH at least given that I know I will encounter the same things.In a world which thrives at the intersection of tech and design this course emphasizes so much on design that you just forget that HCI is diverse group of individuals.

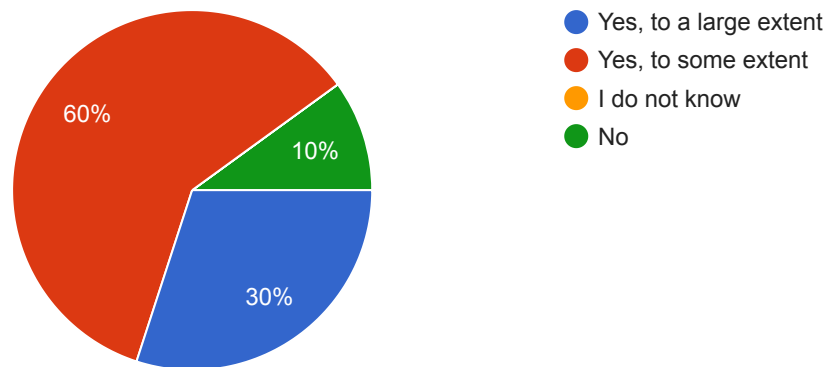
I really liked getting to read articles with different approaches/research methods.



2. Did the course meet your expectations?



10 responses



Comment

3 responses

I did not expect the paper, but I feel that the course did teach me a lot and in that regard I will have to say that it more than met my expectations.

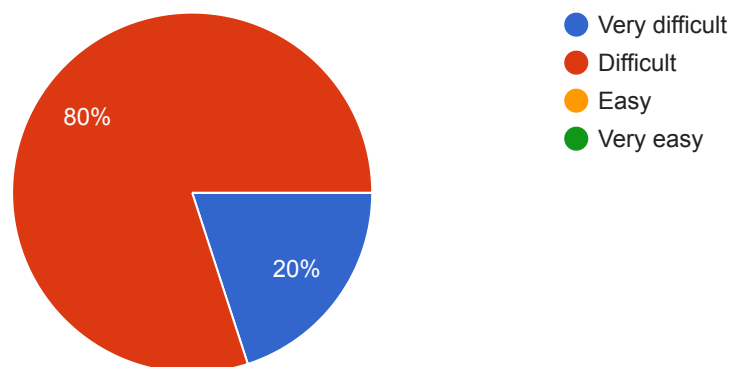
I did some of the course in a previous run so I knew what to expect

Why is this course not practical? Why do I have study Philosophy, Ethics, Sustainability again when there are different courses for the same, especially when Im forced to study then earlier come on!. I do not like this at all. It just plain old sucks. No focus on anything like Sound design, Haptics, tactile research, Visualization research, AI Research, research on new types of interfaces. Like where's the creativity ? How do you end up making such a bad course when you had the chance to expose us to the best parts of HCI Research is just beyond my comprehension. You might argue "ohh, we want to give you a taste of research rigour and HCI Research methods ". Nejjj. Just lazyness! You have sit and talk with the best HCI Researchers submit your papers to CHI , all that and you make this? Unacceptable.

3. How difficult did you find the course?



10 responses



Comment

4 responses

Difficult as in challenging. I had to challenge myself to really understand the discussion papers, and then even more to get my own paper done. Challenging is good, that is how we learn.

I just think that the assignment was time consuming, especially for me who like everything to be perfect

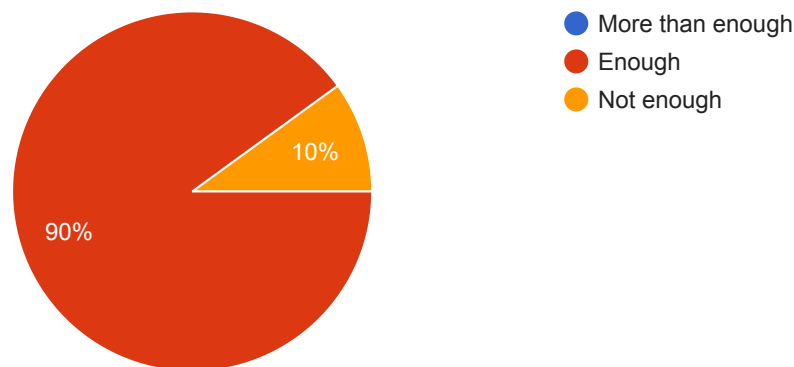
Writing a 6 page paper about anything is still a pretty odd thing to do, what kind of time allocation one should do is still unclear.

I feel like whatever I said wouldn't be agreed upon. It's a losing game this course. Anything I said was followed up with "But why" even though I stated the facts clearly, even with references I'm so tired of this. If this is how you're gonna force me during the Thesis then I chose to change or drop-out of my program, transfer to another university.

4. To follow the course, my prerequisites have been ...



10 responses



Comment

1 response

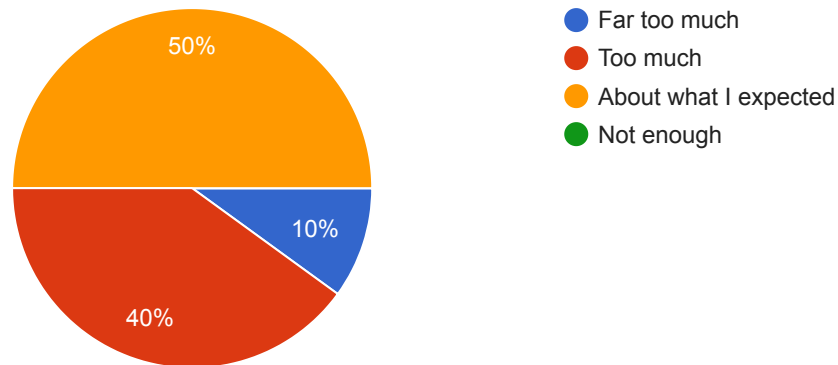
What I did not know beforehand, I could pick up easily. I believe that the group discussions and post-its was a big help in seeing new perspectives and a better way to examine, seeing as I could hear so much more of how others tackled the assignments that I could then apply to the next one.



5. What do you think about the amount of material in the course?



10 responses



Comment

2 responses

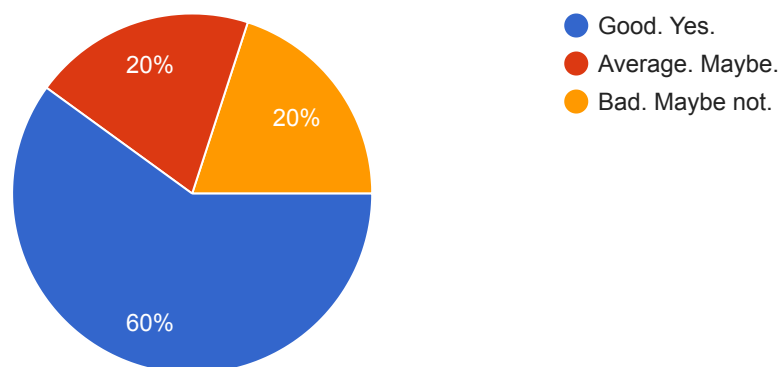
The seminars was good amount

The workload is really big for a 3 hp course. However, I like the content a lot, so maybe there is a way to increase the amount of credits this course gives so that it matches the workload better?

6. What do you was your impression of the content of the seminars? Did it broaden your view on HCI and IxD?



10 responses



Comment

3 responses

The discussions were very good, the back and forth between students, teachers and guest lecturers was intriguing. I think it definitely helps for thinking about design work as a science, which is arguably a harder concept to grasp than other engineering sciences.

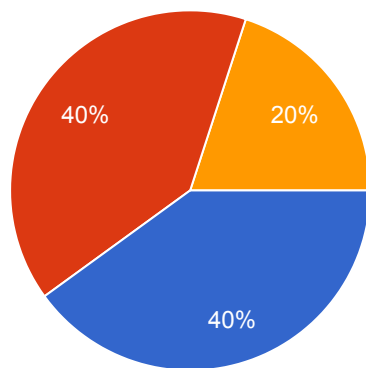
Absolutely not. Reasons stated above. You just learn some methods here and there which seem like a total repeat of the introductory UX class.

All papers are good, and I believe all materials are used to practice critical thinking and build a good taste for papers. But maybe the topic could be more interesting or give us some freedom? It takes a lot of time to read a paper, and it is really painful to read something you personally are not interested.

7. What do you think about the course format, paper + seminar + final report?



10 responses



- It made me take responsibility of my learning
- It worked fine, but I would prefer another format
- I did not get enough guidance through the subjects



Comment

5 responses

While talking about the papers orally in class was fun, it was also quite challenging, especially for the group that went last, as most points were already mentioned

The 6 page paper is still daunting and hard to combine with other courses in terms of prioritizing, which is why many people don't complete the course.

IMHO, you are too ambitious in the project. Just to give critical feedback to all of students' papers in very short time seems not fair. It needs more than 3 weeks just to examine mine, and I don't have time to fix it compared with the others who already examined first. What happens if my paper was the last that you checked, and I already fixed that, then still need to wait a couple of weeks until summer? It doesn't seem fair to have an unexpected result just because my paper is the last batch that you check. It's a good project, though.

Why do I not have anyone to rebuttal with? You can say 20 bad things about my work without being able to justify or properly discuss them wtf. I feel all the Professors secretly make fun of our papers at how bad we are at writing papers lol. This isn't fun. I'm not your guinea pig.

I think I would have liked some more explanation of the different research methods and why they are suitable for each article.

8. Comments and suggestions on how to improve the course

5 responses

Keep the post-it discussions! I think they are a better way to examine than just asking one direct question to each student.

I liked the format of writing on a poster and presenting it, just because we got to discuss more freely and in a comfortable way. The circles with the teacher felt more formal as an "examination"

It is unclear what the focus of the course is. Is it discussing papers and what is science, or is it just writing a report. As it is now, I don't think the link between them is strong enough

The fairness in the project score maybe needs to be improved

Just don't even try. Listen to people from diverse backgrounds. LISTEN. Have a mix of technical and non-technical work. Stop pretending to be Design elitists. It's just painful wasting my time having to miss all the courses to attend such stuff where the conclusion of most papers were the same. I'm tired of non-technicality and non-experimentation in this HCI Research course.

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