Course programme

IFI7175	**Sustainability in Human-Computer Interaction**		
Study load: 4 (EAP/ECTS)	***Load of contact hours:*** 16	***Study semester:*** Fall	Exam
Objectives:	Present an opportunity to acquire systematic knowledge on how HCI can drive sustainable agendas. Provide chances for learning to constructively criticize interactive solutions from the perspective of how they drive or inhibit sustainable change and to propose concepts contributing to one of the themes of Sustainable HCI.		
Course outline:	This online course will cover the following: 1. Introduction to the field of Sustainable HCI 2. Current approaches on how HCI addresses sustainability challenges 3. Design criticisms from different sustainability perspectives 4. Design thinking and practice for proposing solutions to sustainability challenges The course contents are described in detail in the Course Introduction page at http://ifi7175.wordpress.com The online sessions take place every other Saturday from 5:00 to 6:30 in Google Hangouts. Individual consultations will be available every Saturday with prior appointment through Skype (armo2007).		
Learning Outcomes:	The student: • Possesses systematic knowledge on how environmental, social and economic sustainability challenges have been addressed though HCI ; • Is able to analyze the influence of different HCI design decisions on how they promote or hinder sustainable choices; • Knows current HCI problems, solutions and trends that aim to promote sustainable agendas; • Is able to propose conceptual solutions for interactive systems and services for sustainable change.		
Assessment Methods:	Examination. Condition for admission to examination: participation on at least 75% of the online sessions.		
Teacher(s):	Arman Arakelyan, David Lamas		
Subject name in Estonian:	Jätkusuutlikkus inimese ja arvuti interaktsioonis		
Prerequisite subject(s):	None		
Compulsory Literature:	Course materials on http://ifi7175.wordpress.com and additional readings shared by course facilitator.		
Replacement Literature:	• Chick, A., & Micklethwaite, P. (2011). Design for Sustainable Change: How Design and Designers Can Drive		

<table>
<tr><td></td><td colspan="2">the Sustainability Agenda. Bloomsbury Academic. Retrieved from http://books.google.ee/books?id=d4D1k53TN84C
• Stibbe, A. (2009). The handbook of sustainability literacy: Skills for a changing world. Totnes, UK: Green Books. Retrieved from http://www.sustainability-literacy.org

The course cannot be completed based solely on replacement literature.</td></tr>
<tr><td>Participation and Exam requirements:</td><td colspan="2">All students of Human-Computer Interaction Masters programme are eligible to subscribe to the course. All students who actively participate in at least 75% of online sessions are eligible to subscribe to the examination.</td></tr>
<tr><td>Independent work:</td><td colspan="2">Students will need to accomplish a total of 124 hours of individual and group work.</td></tr>
<tr><td>Grading criteria scale or the minimal level necessary for passing the subject:</td><td colspan="2">Cumulative assessment will be based on:
• 10% Individual concept map of article “Mapping the field of Sustainable HCI” (Assignment 1);
• 10% Group Design Critique 1 (Assignment 2, part 1);
• 10% Group Design Critique 2 (Assignment 2, part 2);
• 5% Problem outline (Assignment 3, Step 2);
• 5% Insights from readings and observations (Assignment 3, Step 3);
• 20% Description of proposed problem and solution (Assignment 3, Step 4);
• 5% Conceptual solutions for the Design Challenge (Assignment 3, Step 5);
• 5% Concepts and prototypes for the Design Challenge (Assignment 3, Step 6);
• 20% Presentation of Design Challenge (Assignment 3, Step 7);
• 10% Active participation in all online sessions.

Final grade will be cumulative, based on the following evaluation:
• A – 90-100% of the work is done – excellent: outstanding work with no or few minor errors;
• B – 80-90% of the work is done – very good: above average work but with some minor errors;
• C – 70-80% of the work is done – good: generally good work with a number of notable errors;
• D – 60-70% of the work is done – satisfactory: reasonable work but with significant shortcomings; and
• E – 50-60% of the work is done – sufficient: passable performance meeting the minimum criteria.</td></tr>
<tr><td rowspan="3">Information about the course:</td><td>Date and time</td><td>Form of study and course content by topic</td></tr>
<tr><td>September 6, 5:00-6:30</td><td>Course Introduction
Module 1. Sustainability and HCI
Module Duration: 1 September – 14 September</td></tr>
<tr><td>September 20</td><td>Module 2. Sustainable Interaction Design</td></tr>
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	5:00-6:30	Duration: 15 September – 28 September
	October 4 5:00-6:30	Module 3. **Sustainability in vs. through Design** Duration: 29 September - 12 October
	October 18 5:00-6:30	Module 4. **Complexity and Systems Thinking** Duration: 13 October – 26 October
	November 1 5:00-6:30	Module 5. **Futures Thinking** Duration: 27 October – 9 November
	November 15 5:00-6:30	Module 6. **Undesign, Values, Well-being, (Non)consumption** Duration: 10 November - 23 November
	November 29 5:00-6:30	Module 7. **Post-sustainability** Duration: 24 November - 7 December
	December 13 5:00-6:30	**Group Presentations**