

CSc 464 Human Computer Interaction

Section 801/810 Summer I 2021

This is a 100% online course

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Office Hours: Online, via e-mail, 7 days/week. Zoom meetings by appt..

Prerequisites: CSc 241, CSc 242, or CSc 243, or unconditional admission to the graduate program, or permission of instructor. Students must have some background in interface development.

Assessment: This course's assessment of student progress will encompass exercises, forum participation, a final exam, and projects, including a term project.

Text: *User Interface Design and Evaluation (The Morgan Kaufmann Series in Interactive Technologies)* by Debbie Stone, Caroline Jarrett, Mark Woodroffe, Shailey Minocha, Morgan-Kaufman, 2005. ISBN: 0120884364

Exams: There will be final exam after all material has been covered. Its makeup is to be determined, but it will occur via remote means or asynchronously.

Unit Assignments: Each of the 13 units in this course will require either completion of an exercise, participation in a discussion, or both. You must receive 60% of the points in these areas, combined, to pass this course.

IMPORTANT: You must complete content items in order. Items become visible upon completion of the previous item. If a submission does not make another item visible, contact the instructor immediately DO NOT access assignments via the assignments page; access them via the Contents page (a D2L bug).

Project: Project assignments will be issued on D2L and submitted electronically, possibly using the turnin script, or via a dropbox. You must earn at least 60% of the possible points on *the project(s)*, collectively, to pass this course. **No late submissions of project portions will be accepted.**

Your project is to be prepared in a manner consistent with a senior CS/IT major. Submissions **MUST** be properly documented and easily readable and if a program must also be modular to the greatest extent possible, with each module handling a single task only and your main routine should be little more than a series of invocations. Consistency in style within a program is a must. There will be substantial penalties for poor style.

Graduate Students: Graduate students will be expected to perform at a higher level than their undergraduate peers. Accordingly, they will have more extensive project assignments, and their exam will have additional, and/or more intricate questions.

Make-ups: No makeup work will be accepted without prior arrangement or medical documentation, submitted before any pre-planned intervention, or after any thoroughly documented emergency.

Grading: Test grading is on a straight 90 80 70 60 scale. The exam may be curved, as necessary. Weights of grades are:

Discussions: 15% Exercises: 25%
Project Overall: 40% FinalExam: 20%

Grade	Scale
A-	(90, 93)
B+	[87, 90)
B-	(80, 83)
C+	[77, 80)

+/- grading scales are at right.

Academic Dishonesty:

General Statement: I am against it. Violators get the maximum allowable penalty for any infraction.

Programs: Your programs are to be, in the large, your own work. If you wish to use any code that you did not write, first you must obtain the instructor's permission. Failing to obtain permission and/or omitting credit to the author constitutes academic dishonesty. Using the code of a classmate, or providing your code to a classmate(s) is most definitely academic dishonesty. Feel free to discuss and exchange ideas with your peers, but do your own work.

Class Schedule: The following is the schedule we'll follow. It is subject (but quite unlikely) to change. Note that given the condensed nature of this course, approximately one chapter will be covered each day. See the calendar on D2l for precise details on timings.

CSc 464 Tentative Schedule

Unit	Book Part	Chapter Number	Chapter Topic
1	1	1	Introduction
		2	How to gather requirements: some techniques to use
2	2	3	Finding out about the users and the domain
		4	Finding out about tasks and work
3		5	Requirements gathering: knowledge of user interface design
		6	Thinking about requirements and describing them
		7	Case study on requirements: Tokairo part 1
4	3	8	Work reengineering and conceptual design
5		9	Design guidance and design rationale
		10	Interaction design
		11	Interaction styles
6		12	Choosing interaction devices: hardware components
		13	Choosing interaction elements: software components
		14	Moving from choosing components into design areas
7		15	Case study on design: Tokairo part 2
		16	Designing a graphical user interface (GUI)
8		17	Designing for the web
		18	The design of embedded computer systems
		19	Case study on requirements, design and evaluation: NATS
9	4	20	Why evaluate the usability of user interface designs?
		21	Deciding on what you need to evaluate: the strategy
10		22	Planning who, what, where and when
		23	Deciding how to collect data
11		24	Final preparations for the evaluation
		25	Analysis and interpretation of user observation evaluation data
12		26	Inspections of the user interface
		27	Variations and more complex evaluations
13	5	28	Communicating and using findings
		29	Winning and maintaining support for user-centred design
			Term Project Presentations
14			Final Exam: TBA, online or take home.