COURSE LOGISTICS

COURSE OVERVIEW

- COMP 5517 -- Human Computer Interaction

- Open to postgraduate (MSc and research) students

- Prerequisite: Some background and knowledge of programming.

- Lectures/Labs: Thursday 18:30-21:30

  - Content for labs:

    - Learning about project-related technical issues

    - Presentations

  - Location for lecture/labs may change as needed: Keep an eye on Blackboard!

GRADING

- Continuous Assessment: 60%

  - Qualitative Evaluation (40%)

  - Class Project (55%)

 - Class Participation (5%)

QUALITATIVE EVALUATION

- Goal: Conduct an end-user evaluation and comparison of real interfaces

- Grade Distribution:

  - Execution (65%)

  - Report (35%)

- Group Project: Maximum 4 ppl per group.

- Details will be released in Week 3

FINAL PROJECT

- Goal: Design and implement a prototype physical and ubiquitous computing environment.

- Design and Proposal (20%) -- Evaluated via written proposal.

- Checkpoint 1 (15%) -- First Prototype. Evaluated via demonstration.

- Final Deliverable (65%)

  - Functionality and Design (65%)

  - Report (20%)

  - Presentation (15%)

  - Class participation (5%)

- Group Project: Maximum 4 people per group.

- Details and practice session sometime after Week 4

TEXTBOOK

- Two recommended texts:

  - Human-Computer Interaction, Dix, Finlay, Abowd and Beale, Prentice Hall

  - Designing the User Interface: Strategies for Effective Human-Computer Interaction (4th Edition) Ben Shneiderman, Catherine Plaisant, Addison-Wesley Press
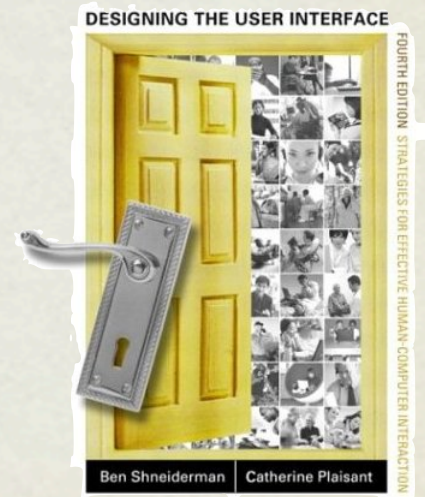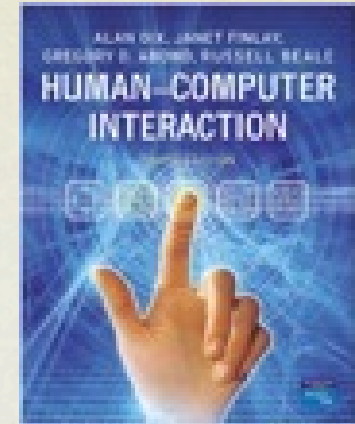
A FINAL WORD...

- HCI is about how humans interact with computers, and how to make their job easier.

- It is very interdisciplinary, with aspects of psychology, cognitive science, and design as well as computer science.

- Some bits may even seem very obvious at first blush.

- You may even wonder why we have a course devoted to this topic.

- However, remember two things:

  - Whether a system is successful or not, usually depends more on its design than on its utility.

  - Good designs are harder to realize than you think!