CSC318H1S L0201 Course Information Sheet
Updated 25.03.2014

User-centred design of interactive systems; methodologies, principles, and metaphors; task analysis. Interdisciplinary design; the role of graphic design, industrial design, and the behavioural sciences. Interactive hardware and software; concepts from computer graphics. Typography, layout, colour, sound, video, gesture, and usability enhancements. Classes of interactive graphical media; direct manipulation systems, extensible systems, rapid prototyping tools. Students work on projects in interdisciplinary teams. Enrolment limited, but non-computer scientists welcome.

Instructor: Velian Pandeliev (vpandeli@cs.utoronto.ca)
Office Hours: by appointment
Lectures: Monday / Wednesday 11 am - 12 pm (LM161)
Tutorials: Friday 11 am - 12 pm (rooms TBA)
Course website: Blackboard (portal.utoronto.ca)

Contact policy: Questions about the material should be posted to the discussion board and not e-mailed to the instructor. When e-mailing with administrative or personal issues, please begin your subject line with "*[CSC318]*", followed by a meaningful phrase or sentence. Please include your student number in the body of the e-mail.

Resources: Lecture slides, additional readings, announcements and assignments will all be posted to Blackboard. It is your responsibility to check Blackboard regularly for incidental communication and updates.

Academic Offenses
All of the work you submit must be done by you (individually or within your group), and your work must not be submitted by someone else. Plagiarism is academic fraud and is taken very seriously. Please read the Rules and Regulations from the U of T Calendar (especially the Code of Behaviour on Academic Matters):

http://www.artsandscience.utoronto.ca/ofr/calendar/rules.htm

You should also review this document, regarding plagiarism in the context of computer science:

http://www.cs.toronto.edu/~fpitt/documents/plagiarism.html

Please don't cheat. It is unpleasant for everyone involved, including us. Here are a couple of general guidelines to help you avoid plagiarism:

- Never look at another student's work, whether it is on paper or on the computer screen.
- Never show another student your work. This applies to all drafts of a solution and to incomplete solutions.

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Evaluation

There is no exam in this course. The main deliverable is a semester-long group project in which you will design and create a prototype in response to a design challenge. The project marks are divided between assignments, which constitute individual preparatory work, and the phases of the project, which is to be done in groups of 5. A small percentage is devoted to in-class participation and peer evaluation. Unless otherwise specified, each submission is due by the 6 pm on Wednesday of each week.

Type	Item	Description	Old	New
Individual	Assignment 1	Personal biography, problem space exploration and example of good/bad design	2%	**4%**
Group	Phase I	Group formation, high-level plan and problem space description	5%	**8%**
Individual	Assignment 2	Literature review on one aspect of the problem space	10%	**12%**
Group	Phase II	Detailed research plan and instruments	8%	**10%**
Individual	Assignment 3	Conducting observations and research	10%	**8%**
Group	Phase III	Research analysis and problem descriptions	8%	**8%**
Individual	Assignment 4	Prototype design as a solution to the problems identified	10%	**8%**
Group	Phase IV	Evaluation of alternative prototypes and combining them into one definitive solution	8%	**8%**
Individual	Assignment 5	Participation in another group's prototype evaluation as a tester or expert	4%	**4%**
Group	Phase V	Final paper (8%) describing the research undertaken, presentation (5%), poster (5%), functional prototype (2%)	20%	**20%**
Individual	Tutorial participation	Attendance and participation in tutorial activities	5%	**5%**
Individual	Lecture participation	Includes delivering at least one elevator pitch on group progress during lecture	5%	**5%**
Individual	Group contribution	Assigned by other members of your group	5%	**0%**