

CS 130(0): User Interfaces and User Experience

Fall 2019 (Version 1.0, last updated September 5th, 2019)

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Introduction

This course will cover concepts in human-computer interaction that focus on designing user interfaces. Topics include understanding when to use different interfaces, modeling and representing user interaction, principles of user experience design, eliciting requirements and feedback from users, methods for designing and prototyping interfaces, and user interface evaluation. Students interested in learning the process behind building a user interface and gaining hands-on experience designing a user interface should take this course.

Nearly all course information will be available on the course website. The course is expected to require 10 hours / week of work outside class for assignments, readings, labs, and other activities.

The course is split into two tracks. CS0130 will have the same lecture, labs, and readings as CS1300 but half of the assignments will be different. CS1300 will have assignments with computer science prerequisites (involving more statistics, logic, programming), so students should have taken the computer science introductory sequence before taking CS1300. Students may choose which course they would like to enroll in, but they will not be able to take the other one for credit in the future. CS1300 provides 1000-level CS credit, but CS0130 does not, so CS concentrators may prefer CS1300. Any student in CS0130 may substitute their assignment with the corresponding CS1300 assignment for credit, but not vice versa. Typically, a number of RISD students also take the course; RISD students should come to the first day of class to get information about enrolling.

Course Time and Location

Location: MacMillan Hall 117

Time: 6:40 – 8:00 p.m. on Tuesdays and Thursdays

Staff

Instructor

Jeff Huang, CIT 245, jeff@cs.brown.edu

Office hours: Tuesdays 2:30-4:00pm

Head Teaching Assistants

Esther Choi

Heidi Erwin

Teaching Assistants

Angel Suet Yan Cheung

Chris Nivera

Dat-Thanh Nguyen

Eric Elliott

Eugy Han

Gabriela Asuncion

Jenna Soenksen

Kat Chai

Laura Wilson
Reet Agrawal
Sophia Chen
Jing Qian (Graduate TA)

Email uiuxtas@lists.cs.brown.edu to reach all the TAs (general questions about the course or your assignment submission).

Email uiuxhtas@lists.cs.brown.edu to reach the Head TAs, Graduate TA, and Jeff (special exceptions).

Email jeff@cs.brown.edu for sensitive issues (e.g. feedback about course, disagreement with a TA).

Students should not email any individual TA or Head TA. They have been advised to ignore emails not sent to the TA list. This is to ensure we apply a consistent policy for questions, and so students may receive faster responses to their emails.

Schedule (Tentative, See Course Website for Current Schedule)

DATE	LECTURE	DUE (6 P.M.)
09/05	Introduction	
09/10	History	
09/12	Affordances	Reading: Portfolios AND Intro Quiz
09/17	Models	
09/19	Understanding	Assignment: Everyday UI AND Reading: Norman - Design
09/24	Typography	
09/26	Visual Design	Reading: About Face (Cooper)
10/01	Layout	
10/03	Prototyping	Assignment: Personas & Storyboarding AND Reading: Vignelli
10/08	Evaluation	
10/10	Usability Testing	Reading: Sketching (Buxton)
10/15	Analysis	
10/17	Visitors!	Assignment: Redesign

10/22	GUI	
10/24	Interaction	Reading: Koomen
10/29	Navigation	
10/31	Pointing	Assignment: A/B Testing
11/05	Typing	
11/07	Natural	Reading: Input (Buxton)
11/12	Output + React	
11/14	Crits	IDE Crits AND Reading: Goffman and Eggers
11/19	Emotion	
11/21	Social	Assignment: Iterative Design
11/26	HCI (optional)	
11/28	NO CLASS (Thanksgiving)	
12/03	Accessibility + AR/VR	
12/05	Onboarding	Assignment: Development (I300) or Input (0130)
12/10	NO CLASS	
12/12	Portfolio (peer practice)	Reading: NYT Innovation Report
12/17	NO CLASS	
12/19	NO CLASS	Final Portfolio

Reading comments are due before Thursday lecture, during which readings will be discussed. Assignments are due about two weeks after they are released (with the exception of Iterative Design, for which students are given about three weeks to complete). **This means that the deadline for reading comments and assignments is Thursdays at 6 p.m.** The date of the deadline is also listed in the reading comment prompt or assignment handout.

UX Visitor Series (Tentative)

DAY	VISITOR	AFFILIATION
Oct 10	Sharon Lo	Program Manager II, Ethics & Society - Microsoft

Oct 17	Frank Bentley	Distinguished User Researcher at Yahoo
Oct 17	Jill Woelfer	Sr. UX Researcher at Google
TBD	TBD	TBD

Grading

The thresholds for A/B/C cutoffs are 90/80/70.

The general grading breakdown is as follows:

TYPE	POINTS
Participation	8 (1 for each activity)
Labs	9 (3 points for each of the 3 lab credits)
Readings	9 (1 point each, 0.5 point extra-credit possible)
Assignments	66 (11 points for each of the 6 assignments)
Final Portfolio	8
Total	100

Assignments are graded by undergraduate TAs and reviewed by Head TAs, using a rubric developed with the instructor. If a student feels an assignment was graded unfairly, they must email the TA list. For the specific information required in this email to TAs and more details on regrades, see the [Regrade Policy](#) Section on this document.

Labs

TAs will lead multiple labs during the semester outside of the course lecture hours where students can gain experience with a specific interaction design tool or UI development for a specific platform. They will be in a tutorial + exercise format, and take place in the **List Art Center MML (Room 315)**. The exception is UI Camp, which takes place in the CIT.

There are 6 different labs offered throughout the semester. Completion of each lab translates to 1 lab credit, with the exception of UI Camp (one full day of UI Camp will cover 3 labs and give 2 lab credits).

The following is a list of labs offered throughout the semester:

- 1) Sketch & proto.io
- 2) AdobeXD & Figma
- 3) Balsamiq & InVision
- 4) HTML/CSS
- 5) JavaScript
- 6) React

Students need 3 lab credits for full credit in the lab portion of the course. Students can earn a lab credit by: attending a lab they have **not yet attended** during the semester, and/or attending one full day of UI Camp. Completing one full day of UI Camp counts as 2 lab credits. Note that a student will not receive a lab credit for a lab they've already completed: e.g. if a student completes the AdobeXD + Figma lab during UI Camp, they cannot complete the AdobeXD + Figma lab again during the semester to gain another lab credit.

The lab schedule is available on the CS130(0) website under Labs. **You are responsible for acquiring the licenses you need before attending a design lab or UI Camp.**

No-show policy: if a student signs up for a lab and cannot attend, please email the TA list to let us know at least 12 hours ahead of time – otherwise, they will lose priority for lab signups, and will have to sign up after everyone else.

Readings

Reading comments are due Thursday at 6:00 p.m. on Gradescope, right before the Thursday lecture discussing the reading. Readings will be released at least one week prior to lecture. Unlike assignments, which can sometimes be completed in a group, **all reading comments must be completed and submitted by yourself.**

Assignments

Every assignment is due Thursday at 6:00pm on Gradescope. Every assignment can be completed in a group (with the exception of the final portfolio assignment). Group size can range from 2 - 4 people, though some assignments (A/B Testing; Iterative Design; and Development) will specify a required group size. You cannot work with the same group member more than twice. You can find new group members to work with on Piazza!

You also have the option to complete assignments alone (except for A/B Testing; and Iterative Design). Assignment workload will vary depending on group size, so see assignment handouts for specifics.

In a nutshell:

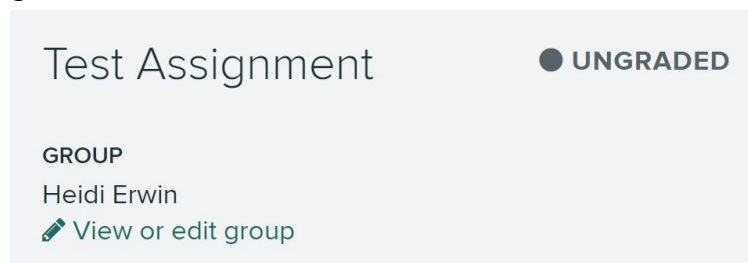
Must Work in a Group	Can Work Solo OR in a Group	Must Work Solo
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<ul style="list-style-type: none"> - A/B Testing & Eye Tracking - Iterative Design & User Testing 	<ul style="list-style-type: none"> - Everyday UI - Personas & Storyboarding - Redesign - Development / Input 	<ul style="list-style-type: none"> - Final Portfolio
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Final Submissions

Students should **not include any names on hand-in PDFs**. Your name will be linked to your Gradescope account **so make sure you sign up for Gradescope using your full name**. If you signed up with a name other than your full name, you can edit your name in the profile section of Gradescope. Students who do include their name or their group member names on the assignment PDF may not be eligible for Fast-Track Regrading (see the [Regrade Policy section](#) of this document).

For group assignments, only one member of a group needs to upload the final submission on Gradescope. That member has to make sure to add group members to your Gradescope submission using the “[View or edit group](#)” button that appears after one member has submitted the assignment as shown below:



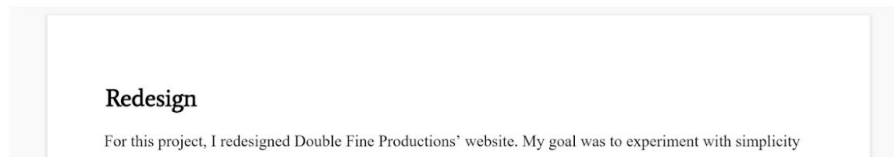
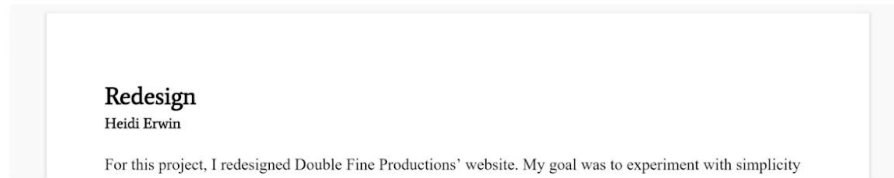
Again, **DO NOT** include any identifying information (e.g. your name, group members' names, cs logins, etc.) as part of the submitted PDF.

For example:

1. The name of the PDF

	HeidiEstherKatIterativeDesign.pdf	9/25/2018 12:56 P...	PDF File
	IterativeDesign.pdf	9/25/2018 12:56 P...	PDF File

2. The title in your PDF



3. The body of your PDF



“Heidi made sketch A, Esther made sketch B, and Kat made sketch C.”



“Here are the sketches we created to test out ideas.”

The exception to the anonymity rule is the Everyday UI assignment, which will not be anonymous, because it will involve public Medium posts.

“Intermediate Step”s

Every assignment (with the exception of the final portfolio) has one optional deadline (typically around 1 week after the assignment is released) for an “Intermediate Step.” This step will be something that all students must complete as part of the assignment, but if you complete the Intermediate Step by the Intermediate Step deadline, you can work towards earning a late pass. **For every TWO intermediate steps you complete, you earn a late pass.**

For example:

- Chris (like all students) starts the semester with one late pass.
- Then, Chris completes the Intermediate Step for Everyday UI and submits it by the specified deadline for the Intermediate Step.
- For the next assignment, Personas & Storyboarding, Chris does *not* complete the Intermediate Step. He currently still has only one late pass (from the beginning of the semester). He ends up using this late pass for Personas & Storyboarding.
- For the next assignment, Redesign, he completes the Intermediate Step by the specified Intermediate Step deadline. Because he completed the Everyday UI Intermediate Step, he earns a late pass.

Intermediate Step submissions happen through Gradescope. You can not submit an Intermediate Step late, or use a late pass on the Intermediate Step.

More information about late passes can be found under the [Late Passes](#) Section of this document.

Late Policy

Students are responsible for following all late policy clarifications and changes announced on Piazza or sent out by email through the official TA list.

Participation	If a student does not complete 8 in-class activities throughout the course of the semester, there will not be an opportunity to make up those points. There will be at least 12 in-class activities throughout the semester, so students will be able to miss some lectures and still receive full credit for this portion of the course. Students can also complete the Flexbox Froggy & CSS Grid Activities on Canvas (each worth .5 of a participation point).
Labs	Labs are designed to take the entire 2 hour period. Arriving late to a lab may result in not receiving full credit. If a student does not complete the lab within the 2 hour timeframe, they may get checked off for lab credit within the next 3 days by emailing the TA list with the completed lab. The student must make sure to include the names of the TAs who taught their lab session in this email. If the student does not include these names, they will not receive credit for this lab.
Readings	No late reading comments will be accepted. Late reading comments will not receive credit.
Assignments	Assignments are due 2 weeks after they are released, on Thursday at 6:00 p.m. on Gradescope (with the exception of Iterative Design, for which students are given about three weeks to complete). If a late pass is used, the deadline for the assignment will be extended 3 days, to Sunday at 6 p.m. If a student submits an assignment late without using a late pass, the assignment will have 1 point deducted for each day it is late. See the Late Passes section of this document below for more information on Late Passes.
Final Portfolio	The final portfolio can NOT be submitted late, regardless of whether a student has remaining late passes. This is to ensure that the TA staff can grade final projects thoroughly and return them in a timely manner before the end of the semester. No late passes may be used on the final portfolio.

Late Passes

Students **start the semester with one late pass**. Each late pass grants **three** extra days (72 extra hours) to submit an assignment without penalty, which means the assignment will be due **Sunday at 6 p.m. with the late pass**.

Late passes are ONLY applicable to assignments (i.e. not applicable to reading comments or Intermediate Steps).

Every member in your group has to have a late pass in order to use it for the assignment.

Students cannot stack late passes on an assignment (i.e. you can't use 2 late passes on a single assignment).

There is no benefit to having remaining late passes at the end of the semester.

Late passes and late penalties are applied automatically at the end of the semester, and students do not need to inform TAs when using a late pass. Because late passes are applied retroactively at the end of a semester, a student who, for example, submits two assignments late in October without having two late passes at the time can receive full credit for those late assignments if, **by the end of the semester**, they have one late pass for every late assignment.

If a student does not have enough late passes to cover every assignment they turn in late, late assignments not excused by a pass will still be graded, but with 1 point deducted for each day that it is late.

Dean's / Doctor's Notes

If you are going through circumstances that prevent you from attending class(es) and/or submitting any course material, please have a Dean or Doctor or yourself (if you have the necessary note) to fill out [this form](#).

Regrade Policy

Assignments and reading comments are graded by undergraduate TAs and reviewed by Head TAs, using a rubric developed with the instructor.

Reading Comment Regrades

If you want to request a regrade for your reading comment, then **you must email our TA list** with the **subject line "Reading Regrade Request: [name of reading]"** and a **justification of why you think you were graded unfairly within one week of when the reading comment grade is released**. After one week, we will not take any further requests for regrading that reading comment.

Assignment Regrades

Regrade requests for assignments can be made through the [Regrade Request Form](#) on the course website. If a student receives an assignment grade they feel is unfair, there are three types of regrade requests that can be made:

- 1) **Simple mistakes:** If the student believes the grading error was a simple mistake (e.g. points summed up incorrectly, something was included in the submission that the TA

did not see and marked as missing, etc.), the student should select the “Simple (TA's Mistake)” option on the form.

- 2) **Fast Track Regrade Request :** If the student is eligible for Fast Track Regrading for a specific assignment (see the [Fast Track Regrading](#) section of this document below), the student should select the “Fast Track Regrade Request” option on the form.
 - a) Please note that the student has to include **the two assignments in the public Google Drive for that assignment that they feel are similar in quality to their submission, and a write a justification of the similarities.**
 - b) The TA who graded the assignment will look over the student's justification and the grades of the two linked submissions to judge if the student was in fact graded unfairly compared to the two submissions. The TA will then respond to the student either notifying the student that the points have been restored or explaining why their original grade was in fact a fair assessment.
- 3) **Other Regrade Request:** If the student is not eligible for the Fast Track Regrading for a specific assignment, the student should select the “Other Regrade Request” option on the form. This request will be handled at the end of the semester, and only if the regrade would change the student's final letter grade.

If, after going through the regrade request process with a TA, a student still disagrees, they must email the Graduate TA (jing_qian@brown.edu) and explain why they think their assignment should have received a better grade. The Graduate TA will regrade the assignment and make a determination about whether the student's score will be changed. The regrade received will be the final grade for a student's assignment, and cannot be changed or altered.

Note that for group assignments, only one group member needs to submit a regrade request.

Fast Track Regrading

When submitting your final hand-in of your assignment through Gradescope, you may decide if you'd also like to submit their assignment to a Google Drive for public viewing (the Drive will be made public once grades for the assignment are released). **If you/your group submits your assignment for public viewing (among class members), you/your group will be eligible for Fast Track Regrading for that assignment.** This means that if you receive a grade you are not satisfied with, you are able to email the TA list with **2** different assignments from the public Google Drive that you feel are similar in quality to yours **with justifications**, and potentially receive a grade change at the time of this email rather than at the end of the semester.

If they choose to submit the assignment for public viewing, students should submit the PDF version of their assignment through the [Public Submission Form](#) on the course website **in addition to submitting through Gradescope.** Students have until 3 days after the original assignment deadline to also submit their assignment through this form for public viewing (i.e. **the Public Submission Form must be filled out, with the PDF submitted through this form by 6 p.m. the Sunday right after the original Thursday deadline**). This deadline for public submission applies whether or not the student is using a late pass.

Only assignments are eligible for Fast Track Regrading. Readings cannot be re-graded through the Fast Track system.

Only one member of a group needs to submit the Public Submission Form for the entire group to be eligible for Fast Track Regrading on that assignment.

Remember to make your work anonymous as per course procedures. Assignments that include identifying information may not be eligible for Fast Track Regrading.

Collaboration Policy

The Collaboration Policy explains the policies around working with other students or using outside resources for assignments.

CS130(0) has a collaboration policy based on [Brown University's Academic Code](#).

If there is any confusion about the policy for this course, feel free to talk to Jeff or the HTAs. Not understanding this policy is not an excuse for violating it.

Discussion & Collaboration

In this course, we believe that discussion with fellow students will benefit you in understanding the material. Students may discuss concepts and/or ideas from lectures with anyone in the class. **Note that code and calculations must NOT be worked on with anyone outside your assignment group. This also means that if your group writes code or calculations on a white board, you should erase the board before leaving the room to ensure other students don't see and copy your work.**

We expect all students to fully comprehend every part of an assignment that is turned in. To that end, students must write up their assignments entirely within their assignment group, ensuring all students in the group understand all parts of the assignment.

Citing Sources

We require students to acknowledge any sources that they use. For writing and text samples, students must quote and cite any text they lift verbatim OR paraphrased from other sources, even from readings assigned in class.

For code, students must cite the original source of anything they copy and paste – even if the code is adapted, and even if the code is a short snippet (e.g. from StackOverflow).

Generally, students should err on the side of copying and pasting as little as possible. Failure to identify writing or code that is not one's own is plagiarism, and in violation of the collaboration policy.

Self-Plagiarism

Self-plagiarism is considered to be plagiarism under this policy. If a student includes text or graphics copied from other assignments they have turned in previously in the course, or

projects or work they have posted elsewhere, they are required to make a note of this. Recall that assignment submissions should NOT include student names, so this might look like: "I created this graphic for a RISD course called 'Visible Cities' that I took in 2018."

"Double-dipping," or handing in the same project for multiple classes, is in strict violation of not only our collaboration policy, but possibly other classes' policies as well.

Software & Licenses

Sharing software licenses that are exclusive to students in CS130(0) with anyone outside of this course is strictly prohibited, and is a violation of the collaboration policy.

Participation

Please note that writing someone's name on an in-class activity who is not present in class in an attempt to secure credit for the person in question is a violation of the collaboration policy.