

**CSCI 4620U**  
**Human-Computer Interaction**  
Course Information – Fall 2018

**Professor:**

Dr. Samaneh Mazaheri

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**Lectures:**

Wednesday	2:10 pm - 3:30 pm
Friday	2:10 pm - 3:30 pm

**Labs:**

Wednesday	9:40 am - 11:00 am
Wednesday	11:10 am - 12:30 pm
Thursday	11:10 am - 12:30 pm
Friday	11:10 am - 12:30 pm
Friday	12:40 pm - 2:00 pm

Labs will start on September 17<sup>th</sup>

**Teaching Assistant:**

Hrim Mehta: [Hrim.Mehta@uoit.ca](mailto:Hrim.Mehta@uoit.ca)

Taylor Smith: [Taylor.smith@uoit.ca](mailto:Taylor.smith@uoit.ca)

Mariana Shimabukuro: [MarianaAkemi.Shimabukuro@uoit.ca](mailto:MarianaAkemi.Shimabukuro@uoit.ca)

**Textbook:**

*Human-Computer Interaction, 3<sup>rd</sup> Edition (Pearson Education, 2004)*  
By Alan Dix, Janet Finlay, Gregory D. Abowd, Russell Beale

This book will be a primary reference for the course material presented in the lectures.

**Aims of the Course:**

The primary purpose of this course is to introduce students to human-computer interaction (HCI) and the development of user interfaces.

Students will understand the relationships between humans and computers and will learn how to design, implement and evaluate user interfaces.

Students will also gain deeper knowledge about HCI concepts through case studies and in-class discussion.

## Material Covered<sup>1</sup>:

### *Introduction*

- Understanding humans (input/output, memory, emotions)
- Understanding computers (input/output devices)

### *Models & Paradigms*

- Understanding the models and paradigms used in human-computer interaction (Interaction models and paradigms, cognitive models, etc.)

### *Design*

- Task analysis and design
- HCI and Software Engineering
- The design process (prototyping, iterative design, etc.)

### *Implementation*

- Implementing user interfaces in Java

### *Evaluation*

- Techniques for evaluating user interfaces (usability testing, controlled experiments, etc.)

### *Case Studies in Human-Computer Interaction*

- HCI and the Web
- HCI and accessibility
- Multimodal interfaces
- Ubiquitous computing
- Groupware

## Lab Assignments:

Each student will be required to complete individual assignments in the labs. Assignments will be based on the lecture material and will involve either an electronic/paper submission or a short in-class presentation.

## Project:

Each student will be required to complete a major group project. The project will involve designing a user interface based on the material covered in the lectures. Project details will be provided in class.

## Marking:

Labs	20%
Mid-term Test	20%
Group Project	25%
Final Exam	35%

Mid-term Test: **Wednesday, October 17** (tentative)

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<sup>1</sup> The list of material covered is a typical example of topics in the course and is subject to change.

**Project Submission:**

Unless otherwise specified in the instructions, project submission is due at 4:00 pm on the submission date. Late submissions are not accepted.

**Academic Integrity:**

All students are responsible for adhering to both university academic policies ([http://www.uoit.ca/EN/academicintegritystudent/main/225530/uoit\\_policies.html](http://www.uoit.ca/EN/academicintegritystudent/main/225530/uoit_policies.html)) and the Faculty of Science academic policies ([http://www.science.uoit.ca/EN/main/undergraduate/academic\\_policies.html](http://www.science.uoit.ca/EN/main/undergraduate/academic_policies.html)).

The Faculty of Science academic policies cover topics including academic honesty, missed tests/exams, and more.