CS 350 - Computer/Human Interaction
Spring 2018 - Syllabus

Instructor
Dr. Deborah Hwang
KC-264, 812-488-2193, hwang@evansville.edu
Home page: http://csserver.evansville.edu/~hwang

Office Hours: See instructor's home page.

Class meetings: TT 2:45-4:00pm in KC-136

Class Home Page
Handouts and assignments will be available only at the class home page (http://csserver.evansville.edu/~hwang/s18-courses/cs350.html). Although announcements regarding handouts and assignments will be made in class, it is your responsibility to consult the course home page on a regular basis. Grades will be posted to Blackboard (http://bblearn.evansville.edu).

Catalog Data
Study of user interface design, including ergonomic factors. Includes hands-on projects dealing with graphical user interfaces and their implementations.

Objectives and Outcomes
The objectives of this course are to develop an understanding of the elements of good user interface design, to apply software engineering principles to interface design, to be exposed to a variety of tools used in the construction of graphical user interfaces.

Specific outcomes for this course include:
- Students will be able to identify elements of GUI design
- Students will construct a GUI using a modern technology
- Students will work in teams to develop, document, and present a project
- Students will be able to apply an interaction design technique
- Students will develop usability testing plans and metrics

Prerequisites: CS 215

Required Textbook
Rex Hartson and Pardha S. Pyla, *The UX Book*, Morgan Kaufmann Publishers, 2012, ISBN 978-0-12-385241-0..

Links to supplemental on-line references at:
http://csserver.evansville.edu/~hwang/s18-courses/cs350/references.html

Daily Requirements
Assigned daily reading. Written in-class and homework assignments as needed.

Project
This course has one semester-long project. The project is divided into two parts. During the first half of the course, there will be 2 "prototype" projects to be completed individually. The purpose of the prototype projects is for each student to gain experience using an interface construction tool and to prototype an interface (only) similar to the final project using that tool. Tentatively, the prototypes are expected to be implemented using HTML5 (HTML, CSS, JavaScript) with PHP, and MS Visual C#.

During the second half of the course, students will form teams of 4-5 that will implement an entire project interface for a particular audience. This final project will include both a written design and usability study report and a short class demonstration as well as the actual implementation. See the handout *Project Overview* for more information.

Evaluation
There are no exams for this course. Final grades will be based on the following weighted distribution:

20%	Individual prototype projects (2 @ 10% each)
60%	Final group project
20%	Written in-class and homework assignments

Missed classes, Late Homework, Late Projects
All assignments are due at the instructor's office and/or electronically as appropriate by 4:30pm on the date specified unless otherwise noted. Any assignments arriving after 4:30pm are considered late. The following automatic late penalties will be applied:

10%	if handed in by 4:30pm, one day late
20%	if handed in by 4:30pm, two days late
30%	if handed in by 4:30pm, three days late

Unexcused late work will not be accepted for credit after three days after the due date without prior arrangements. For the purpose of counting days, Friday 4:30pm to Monday 4:30pm is considered one day. Please note that the purpose of the automatic late extension is to allow students leeway when needed. It is usually better to hand in something late and completed than on-time and incorrect. However, chronically handing in late submissions will lower your final grade.

Valid excuses for missing exams, missing classes, and handing assignments in late include illness, family emergencies, religious observances, official UE events such as varsity games and concerts, etc. They do not include (most) work conflicts, studying for other classes, leaving a day early or staying home an extra day over a weekend or holiday, etc. In general, an excused absence is one caused by circumstances beyond your control.

The instructor will rely on your integrity for getting work excused. If you have a valid excuse, put it in writing, sign your name to it, and give it to the instructor. Email is acceptable. For religious observances and official UE events, you must inform the instructor that you will be absent before the absence occurs, otherwise it will be considered an unexcused absence.

Excused work must be made up within one calendar week from the original due date for full credit. Late excused work will not be accepted Exceptions will be made for serious or prolonged illness, or other serious problems. Please note: It is your responsibility to take care of missed or late work.

Attendance Policy
Attendance is important and expected. Attendance records will be maintained in accordance with Federal Law, but will not be used in the determination of grades, except in borderline cases. However, the instructor reserves the right to reduce a final grade in this course for excessive absences. Students will be warned prior to such action. Students are responsible for all material covered in class. If you miss a class, find out what was covered from another student. You are responsible for checking the course home page for new assignments even if you miss class.

Credit Hour Policy
This course meets the federal requirements of 15 in-class hours plus an expected 30 hours of out-of-class work per credit hour.

Disability Policy
It is the policy and practice of the University of Evansville to make reasonable accommodations for students with properly documented disabilities. Students should contact the Office of Counseling and Health Education at 812-488-2663 to seek services or accommodations for disabilities. Written notification to the instructor from the Office of Counseling and Health Education is required for academic accommodations.

Honor Code
All students at the University of Evansville agree to adhere to the University Honor Code: *I will neither give nor receive unauthorized aid, nor will I tolerate an environment that condones the use of unauthorized aid.* Two specific guidelines are in force for this course.

- Written homework exercises are for you to gain experience and practice. You may collaborate with your classmates, but each student should submit a solution in his/her own words that reflect his/her understanding of the solution. Ultimately you will be required to demonstrate your proficiency of the material on exams. Therefore, it is highly recommended that you attempt all homework problems on your own before finding a solution from another source.

- Project parts are to be your own work or your group's work only unless otherwise noted. Discussing the meaning and general solution techniques of an assignment with other students is permitted. For example, discussing "How is this assignment similar or different from problems presented in the text or in lecture?" is acceptable.

  Asking another person for assistance on specific items in your own project also is permitted, but you may not observe another person's code in its entirety for the purposes of studying or copying it, with or without that student's permission. For example, asking, "What does this compiler error mean?" or "Do I have the correct PHP syntax here?" is acceptable. Whereas asking "Can I see how you coded your interface?" is not acceptable.

  In particular, since UNIX systems tend to be open by default, it is absolutely forbidden to "rummage" around the csserver file system looking at anyone else's work even if they have not set the file permissions to prevent such observation. This is true especially for webpages.

If there is any doubt as to whether assistance is acceptable, consult the instructor.

Course Schedule

Here is a tentative schedule. Adjustments will be made as needed. Chapters are from the textbook. You are expected to have read the assignment before coming to class. The 4-letter abbreviations are for documents in the supplemental references. Since they are references, they are meant to be skimmed, not read in their entirety.

Week of	***Tuesday***	***Thursday***
01/08	Chapter 1: Usability to User eXperience (UX)	Chapter 2: The Wheel: A Life Cycle Template
01/15	Chapter 3: Contextual Inquiry	Chapter 3: Contextual Inquiry
01/22	HW3S, HNTU, CSW3: HTML5 (HTML, CSS, JavaScript)	JSW3, JSRF, PINT, PW3S, PWIZ: JavaScript, PHP
01/29	PINT, PW3S, PWIZ: PHP	Chapter 4: Contextual Analysis
02/05	Chapter 5: Extracting Requirements	CSST, CSRF: Visual C#
02/12	CSST, CSRF: Visual C#	Chapter 6: Constructing Models
02/19	Chapter 6: Constructing Models	**Instructor out of town – no class**
02/26	Chapter 7: Ideation	Chapter 8: Conceptual Design
03/05	**SPRING BREAK – no class**	
03/12	Chapter 9: Design Production	Chapter 10 & 11: Metrics and Prototyping
03/19	Chapter 12: Evaluation Introduction	Project work day
03/26	Chapter 13: Rapid Evaluation Methods	**Easter break – no class**
04/02	Chapter 20: Affordances	Project work day
04/09	Chapter 22: Guidelines	Project work day
04/16	Chapter 22, UIJN, UIGV: Guidelines	Project work day
04/23	Project Presentations	*Reading/Study Day*

There is no final exam for this class.