



Spring 2019

CSCE 436

Section
500

IN THIS SYLLABUS:

Syllabus: Human Computer Interaction

Course Description

While the course is officially, Computer-Human Interaction, we are going to view the person as being more important than the computer and use the label Human-Computer Interaction. We will look at this interaction: how to characterize it, how to evaluate it, and how to design it.

Catalog Description

Comprehensive study of the Computer-Human Interaction (CHI) area; includes history and importance of CHI; CHI design theories; modeling of computer users and interfaces; empirical techniques for task analysis and interface design; styles of interaction and future directions of CHI including hypermedia and computer-supported collaborative work.

Prerequisites

CSCE 315 or concurrent enrollment or approval of instructor.

Americans with Disabilities Act (ADA) Policy Statement

The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you believe you have a disability requiring an accommodation, please contact Disability Services, currently located in the Disability Services building at the Student Services at White Creek complex on west campus or call 979-845-1637. For additional information, visit <http://disability.tamu.edu>.

This course uses Blackboard Learn (i.e. eCampus). To know more about its accessibility standards please to their website. <http://www.blackboard.com/Platforms/Learn/Resources/Accessibility.aspx>.

Course Description	Page 1
Catalog Description	Page 1
ADA	Page 1
Prerequisites	Page 1
People	Page 4
Meeting Times & Important Dates	Page 2
Required Resources	Page 3
Learning Outcomes	Page 4
Tentative Schedule	Page 4
Course Copyright	Page 4
Grading	Page 5
Attendance & Make Up	Page 6
Course Plagiarism	Page 6
Academic Integrity	Page 7

If you find that course content or software are not accessible, please contact your course instructor or

disability services so that appropriate accommodations to the learning environment can be made.

People

Professor

J. Michael Moore, PhD

Instructional Assistant Professor

- Email: jmichael@cse.tamu.edu
- Office: HRBB 325
- Phone: 979-845-5475
- Web: <http://faculty.cse.tamu.edu/jmichael/>
- Appointments:
 - Walk in:
 - Check online Calendar: <http://faculty.cse.tamu.edu/jmichael/#officehours>
 - I have a "semi-open door" policy. I am frequently in my office, and you can get some help if the door is open. However, sometimes things come up that prevent me from seeing you immediately. I'll try to set up a time that we can meet if that happens.
 - Make an appointment:
 - <https://calendly.com/jmichaelmoore>

[†]Subject to change.

Check website for most up to date office hours.

Teaching Assistant

The TA will attend class, grade work and hold office hours to help with assignments and the project. TA information is posted on eCampus.

Meeting Times & Important Dates

- TR 3:55 – 5:10 PM – ZACH 350
- Syllabus Quiz – January 24, 2019
- Exams (No Final)
 - Exam 1 – February 21, 2019
 - Exam 2 – April 18, 2019
- Project
 - Idea Meeting – January 25, 2019
 - Proposal – February 8, 2019
 - Peer Evaluation 1 – February 12, 2019
 - Progress checkpoint report due – March 29, 2019
 - Peer Evaluation 2 – February 12, 2019
 - In class demo – April 23 & 25, 2019
 - Video Demo – April 30, 2019
 - Written report – April 30, 2019
 - Peer Evaluation 3 – April 30, 2019
- Poster Presentation – March 26 & 28, 2019
- Research Participation due – April 30, 2019



Resources

REQUIRED TEXTBOOKS

***Interaction Design: Beyond Human-Computer Interaction*, 4th Edition, Jenny Preece, Helen Sharp, Yvonne Rogers, Wiley, 2015.**

ISBN: 9781119020752

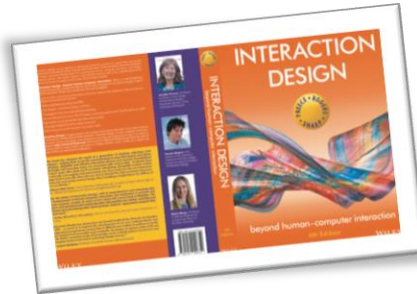
Text Website: <http://www.id-book.com/>

Must access through <http://perusall.com/>

Access Code: MOORE-C9QG4

***Designing with the Mind in Mind*, 2nd Edition, Jeff Johnson, Morgan Kaufmann, 2014.**

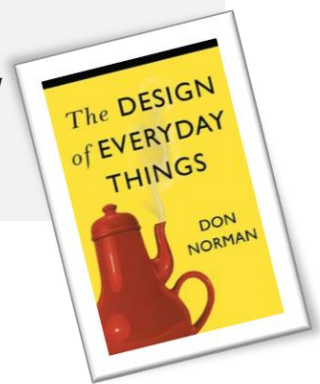
ISBN: 9780124079144



RECOMMENDED TEXTBOOK

***The Design of Everyday Things, Revised and Expanded Edition*, Donald Norman, Perseus, 2013.**

ISBN: 9780465050659



WEB

PERUSALL: <http://perusall.com/>

Online group reading and annotation tool. Access Code: MOORE-C9QG4

PIAZZA: <https://piazza.com/tamu/spring2019/csce436/home>

All questions will be fielded through Piazza. Email should only be used in rare instances.

The primary benefit is that for many questions everyone can see the answer and other students can answer as well. We will endorse good student responses.

You can also post private messages that can only be seen by instructors or an individual instructor. This allows any instructor or TA to answer which generally leads to quicker response times.

Sign Up: <https://piazza.com/tamu/spring2019/csce436>

SOCRATIVE: <http://www.socrative.com>

Used to assess attendance, quizzes and class interaction. I will add you to Socrative using the class roster after add/drop.

GRADESCOPE: <https://gradescope.com/>

For exam grading. This system provides a better exam grading system for instructors and TAs than what is available in eCampus. We will create accounts for you, and you will receive email instructions from Gradescope on connecting.

GOOGLE DRIVE: <http://google.tamu.edu>

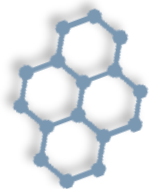
Used to save course data so if your computer crashes, you still have anything you created.

ECAMPUS: <https://ecampus.tamu.edu/>

Grade dissemination and electronic assignment collection.

Perusall

piazza



Learning Outcomes



By the end of the semester students should be able to:

- Explain characteristics of good and bad interaction design and use them to evaluate human computer interactions.
- Explain characteristics of users that influence human computer interaction and use them inform interface development.
- List types of interactions and expand on their influence in the success and failure of HCI systems.
- Explain, analyze and develop interaction evaluations including qualitative and quantitative methods.
- Explain and develop requirements for interaction design.
- Explain, develop and construct interactions using established processes and methodologies.
- Explain current practices in interaction design.

Tentative Schedule

WEEK	TOPIC(S)
1	Intro to Interaction Design
2	Interaction Design Process & Conceptualizing Interaction
3	Interaction types / Cognition
4	Data Gathering / Analysis, Interpretation & Presentation
5	Establishing Requirements & Intro to Evaluation
6	Universal Design / Exam
7	Accessible technology
8	Evaluation: Inspections, Analytics and Models / Social Interaction
9	Spring Break
10	Interfaces
11	Poster Presentations
12	Emotional Interaction / Design, Prototyping, and Construction
13	Security
14	Exam
15	Project Demonstrations

Course Copyright

The materials used within this course are copyrighted. These materials include, but are not limited to, the syllabi, quizzes, exams, lab problems, online handouts, course videos, etc. Because these materials are copyrighted, you do not have the right to copy or distribute these materials, unless permission is expressly granted. This includes sharing information with students taking the course in subsequent semesters.



Grading*

% total	>=90	80-89	70-79	60-69	<60
Letter Grade	A	B	C	D	F

EXAMS

Two exams will be given. There is no final exam.

20%

PERUSALL
READINGS

Readings will be done on Perusall.

- These cannot be submitted late. However, there will be a grace period for responding to items submitted near the end of the submission time period.
- You must do the required comments for each reading assignment.
- You only have to earn 85% for full credit.

10%

ASSIGNMENTS

You will have several assignments throughout the semester.

These can be submitted late with penalty.

20%

POSTER
PRESENTATION

You will present a poster on a research paper from a major HCI conference or journal.

- You will peer grade other student's posters. Points will be deducted if your grading is significantly different from other peer evaluations.
- These cannot be submitted late for any reason.
- Part of your grade will be based on you participating in grading other student's posters.

10%

RESEARCH
PARTICIPATION

You need two "credits" for participating in HCI research. Get a credit by:

- Participating in an HCI research study as a user participant and provide documentation.
- Write a minimum two page summary/evaluation of an HCI research paper/journal for someone knowledgeable in HCI.
- Submit on eCampus by the last class day.

4%

GROUP CLASS
PARTICIPATION

You and those at your table will do activities and share results with the class.

- Your group grade will be multiplied by your attendance for that day.
- You only have to earn 85% for full credit.
- Your Table peer evaluations will be used to create a multiplier for your group participation average.

8%

Note: This is a different group than the team project group.

TEAM PROJECT

You will work with a group on an in depth HCI based project on a topic selected by your team with approval of the instructor. Team peer evaluations will be used to create a multiplier for the team grade. Instructors can modify the multiplier at their discretion.

Note: This is a different group than the class participation group.

28%

SYLLABUS QUIZ

You must get a **100%** on the syllabus quiz by Thursday, January 24, 2019 to **get a passing grade in the class**. You may retake the quiz as needed prior to the due date.

Attendance & Make Up

Please review Texas A&M student rule 7:
<http://student-rules.tamu.edu/rule07>

Attendance is expected.

If you do miss class for any reason, it is *your* responsibility to find out what you missed. While assignment information will be posted online, it is a good idea to talk to classmates to see if additional information was discussed.

Attendance will not be taken for a grade, and you will not be penalized for excused absences. However, graded activities will be tied to your attendance. It will also indicate whether you utilized course resources such as the instructor and teaching assistants.

Make Up

- **Exams:** Missed exams will only be rescheduled for university excused absences. Note that if advanced notice is not feasible, you have 2 business days to provide notification. See *student rules*. A zero will be assigned for exams due to an unexcused absence. Documentation must be submitted prior to taking a make up for a missed exam. Job interviews do not constitute an excused absence unless explicitly approved by Dr. Moore.
- There will be ***no make ups*** for readings and group class participation, and a zero will be recorded for all missing items. However, to accommodate illness and other things that life can throw at you, you only have to earn 85% for full credit. If you have excused absences affecting more than 15% of these, we will address what to do. At the end of the semester, if excused absences impact more than 15% of grades, you must present documentation for all excused absences at that time (i.e. all those automatically covered by the 15% plus the additional ones that need to be addressed). Do not submit documentation until required to show proof for missing items beyond the 15% automatically accounted for.



Late Work

Work is due at the beginning of class in all required forms as specified in the prompt (e.g hard copies and electronic copies as stipulated). Due dates are set with ample time for completion so short term illnesses are accounted for in the due date. However, if you have an unexpected long-term excused absence with documentation please contact the instructor and individual accommodations will be discussed. Work that can be submitted late will be decreased by 10% once it is late and an additional 10% per class day or fraction of a class after that.

Course Plagiarism

All materials generated by the instructor for this class (which may include but are not limited to syllabi, in-class materials, and exams) are copyrighted. You do not have the right to copy such materials unless the instructor expressly grants permission. That includes sharing material with students taking the course in future semesters.

As commonly defined, plagiarism consists of passing off as one's own the ideas, words, writing, etc. which belong to another. Plagiarism is one of the worst academic violations, for the plagiarist destroys trust among others. If you have any questions regarding plagiarism, please consult the latest issue of the Texas A&M University Student Rules, under the section "Scholastic Dishonesty."

Academic Integrity

“An Aggie does not lie, cheat or steal, or tolerate those who do.”



Upon accepting admission to Texas A&M University, a student immediately assumes a commitment to uphold the Honor Code, to accept responsibility for learning, and to follow the philosophy and rules of the Honor System. Students will be required to state their commitment on examinations, research papers, and other academic work. Ignorance of the rules does not exclude any member of the TAMU community from the requirements or the processes of the Honor System.

Aggie Honor System Office

You should be familiar with the Aggie Honor System Office. Their website provides more information on academic integrity, plagiarism, etc.

<http://aggiehonor.tamu.edu/>

- Definitions of academic misconduct, including plagiarism
<http://aggiehonor.tamu.edu/RulesAndProcedures/HonorSystemRules.aspx#definitions>
- Potential sanctions
<http://aggiehonor.tamu.edu/RulesAndProcedures/Sanctions.aspx>

Acknowledgement

Note that most assignments will include reminders of the academic dishonesty policy. By submitting anything for grading, you are essentially saying “On my honor, as an Aggie, I have neither given nor received unauthorized aid on this academic work. In particular, I certify that I have listed above all the sources that I consulted regarding this assignment, and that I have not received or given any assistance that is contrary to the letter or the spirit of the collaboration guidelines for this assignment.”

Plagiarism

Work must be your own. In instances where you borrow from other sources, you must document your sources. For example if you use a library and base a part of your project code on an example, you must state that.

Student work will be checked for plagiarism.

Note: No credit will be given for any work that is plagiarized.

Collaboration

Collaboration and team work are important for facilitating learning, and your peers can be a great resource. So you are encouraged to discuss problems and general approaches with each other (but not specific solutions for individual work). Regardless, unless stated otherwise, all assignments must be done **on your own**. The basic rule is that no student should explicitly share a solution with another student (and thereby circumvent the basic learning process), but it is okay to share general approaches, directions, and so on. If you have an issue that needs clarification, contact an instructor or TA.