

COMMONWEALTH OF AUSTRALIA

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## Logistics

Human Computer Interaction  
COMP3511 and COMP9511

Dr Nadine Marcus  
School of Computer Science and Engineering  
The University of New South Wales

Modified from slides by Dr Daniel Woo

## Tonight

- Course Administration / Course Outline
- Course Aims
- Design principles, Usability goals, User Experience and Heuristics

## Administration: People

- Nadine Marcus (Lecturer in Charge)
- Subject Administrator – Sasha Vassar
- Tutors

## Communication

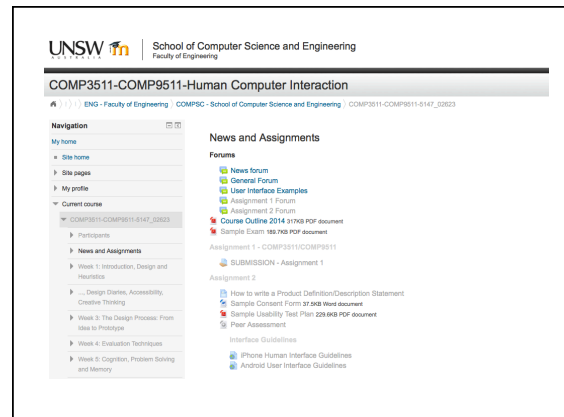
- Email cs3511 for admin related issues
- Consult with your tutor in time slots
- E-mail lecturers
- Consultation
- Web Forum

## Places

- Lectures
  - BioMed A
  - Tuesday 6-9pm
- Laboratories and Tutorials
  - Computer Human Interaction Lab (CHIL) - Ground Floor, CSE Building (K17)
  - Start in Week 2

## Official Web Site

- <http://www.cse.unsw.edu.au/~cs3511>
- or
- <http://www.cse.unsw.edu.au/~cs9511>
- Both addresses take you to the same site

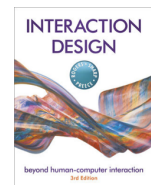


## Official E-mail

- [cs3511@cse.unsw.edu.au](mailto:cs3511@cse.unsw.edu.au) for all course related queries.
- Please ensure you use **your official CSE e-mail** address for all correspondence
- Please also ensure you regularly check your CSE emails for any course related correspondence.

## Reading Material

- Prescribed Text
  - Preece, Rogers & Sharp, Interaction Design: Beyond Human Computer Interaction



## Reading Material

- Postgraduate Reader
  - Available from the UNSW bookshop
- Undergrad
  - Available through library website in the catalogue for comp3511

## References

- Buxton (2007), Sketching User Experiences: Getting the Design Right and the Right Design, Morgan Kaufmann.
- Cooper et al (2007), About Face 3.0: The Essentials of Interaction Design, John Wiley (COMP4511 Text)
- Goodwin (2009), Designing for the Digital Age, John Wiley

## References

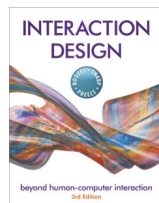
- Lazar, Feng & Hochheiser, (2010), Research Methods in Human-Computer Interaction, John Wiley
- Nielsen (1993), Usability Engineering, Morgan Kaufmann.
- Norman, D.A. (1998), The Design of Everyday Things (Paperback), MIT Press, London

## References

- Rubin (1994 or 2008) Handbook of Usability Testing, John Wiley Publishing.
- Snyder C (2003), Paper Prototyping, Morgan Kaufmann
- Cooper A (2004), The Inmates are Running the Asylum.

## Interaction Design Reading

- Chapter 1 will help introduce some of the issues described tonight



## Materials – pen and paper tools

- Required materials for design/evaluation
  - Design Diary. Bound note pad 64-100 pages.
- Recommended materials for design/evaluation
  - Butcher's paper (or other large paper), variety of coloured marking pens, sticky notes (e.g., Post-It™)

## Laboratories and Tutorials

- Start in Week 2 - NEXT WEEK
- Already registered at enrolment via NSS

### Tutorials

|    | Tuesday | Wednesday | Thursday |  |
|----|---------|-----------|----------|--|
| 9  |         |           | PG       |  |
| 10 |         |           |          |  |
| 11 |         | UG        | UG       |  |
| 12 | UG      |           |          |  |
| 13 |         | PG        |          |  |
| 14 | PG      |           | UG       |  |
| 15 |         | PG        |          |  |
| 16 | UG      |           | PG       |  |
| 17 |         | UG        |          |  |
| 18 |         |           | PG       |  |
| 19 |         | UG        |          |  |
| 20 |         |           |          |  |

### Place

- CHIL
- Mac Lab
- Ground Floor CSE Building
- G11-K17
- You don't have swipe access - your tutor does

### Laboratories and Tutorials

- 2 hour combined tutorial and laboratory
- Every week
- Supervised assignment work / checkpoints
- Group discussion
- Practical activities

### Weeks to remember

- No laboratory in mid-session break
- There may not be a Laboratory in the week following the October Public Holiday or otherwise in Week 11
  - we will keep you posted via Moodle news
- If presentations are completed there may also be no Laboratory in Week 13

### Assignments

- Assignment 1
  - Website based Individual Design Critique
- Assignment 2
  - Group User Interface Design
  - Individual Design Experience Reflection

### Assignment 1

- Will be released in Week 2 and is due in Week 5.
- It relies on the content covered in the lecture tonight and the first tutorial.

### Assessment

| Task   | COMP3511 | COMP9511 |
|--|----------|----------|
| Assignment 1 Individual Design   | 15%      | 15%      |
| Assignment 2 Consolidated Group Design and Evaluation                  | 25%      | 25%      |
| Design Diary/Lab Exercises   | 5%       | 5%       |
| Laboratory / Tutorial attendance, On-line forum, Lecture participation | 5%       | 5%       |
| Final Exam*  | 50%      | 50%      |

\*A harmonic mean may be applied to the final grade so that you need to pass the exam to pass the course

### Assessment

- Peer review is used for group work
  - who did the work and who did not
- If you fail the final exam, you can fail the course
- Harmonic mean may be used to ensure consistent performance across individual and group performance
- No non-medical supplementary exam - *ensure you get date, time and location of exam correct!*

### Late Penalties

- Late penalties will apply to all assessable work
- Assignments -10% per day deducted from the assessable mark
- Not accepted or marked after 5 days

### Special Consideration

- Must be documented
- Must be officially lodged with NSS
- Or to the School Office
- Must be lodged within 7 days of the event

### Plagiarism

- Don't submit work that is not your own
- Provide all references to quoted material
- Zero tolerance -> zero marks
- Academic misconduct-> instant fail
- Applies to all submissions (assignments, tutorials and laboratories)

### Course Aims

- to develop your skills in the area of user-centred design
- to provide the background knowledge about how people think and process information
- to demonstrate techniques/heuristics necessary to evaluate systems for their usability

### Course Aims

- to give you the capability of executing a user-centred design process
- to give you experience in using paper-based design techniques
- to give you experience in the formal evaluation of user interfaces

### Course Aims

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- to give you an understanding of how to develop electronic prototypes of user interfaces
- to ensure that your design work includes user needs analysis
- to give you an awareness of user centred design tools, methods, and techniques

### Course Aims

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- to maintain a real-world perspective so this knowledge can be applied in industry

### Questions?

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