**Human Computer Communications**

**Winter 2003 - CATAL - CS 305 991**

**Lectures**:                    CL418, Mondays, Wednesdays,   and Thursdays,  19:00-22:00

                                    January 6 to February 3, inclusive

**Instructor**:                  Dr. Daryl Hepting  
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**Office**:  College West 308.22

**Telephone:**585-5210

**Final Exam**: Thursday, February 6, 19:00-22:00

**Course web site**:       http://www.cs.uregina.ca/~hepting/teaching/cs305/200310/

                                    http://www.uregina.ca/webct/ (WebCT)

**Calendar description**:

This course stresses the importance of good interfaces and the relationship of user interface design to human-computer interaction. Other topics include: interface quality and methods of evaluation; interface design examples; dimensions of interface variability; dialogue genre; dialogue tools and techniques; user-centered design and task analysis; prototyping and the iterative design cycle; user interface implementation; prototyping tools and environments; I/O devices; basic computer graphics; color and sound.

**Textbook**:

*Usability Engineering: Scenario-based development of human-computer interaction*by Mary Beth Rosson and John M. Carroll, Morgan Kaufmann, 2002.

**Expectations:**

This course is an introduction to the field of human-computer interaction (HCI).  At its conclusion, you are expected to have an understanding of the fundamental importance of designing software for humans.  You will have applied various tools and techniques in the development of a particular user interface.  You will have demonstrated an understanding of the issues of your particular interface and their relationship to the theory of HCI, an ability to develop and document complete designs, and an ability to evaluate alternative designs (theoretically and practically).

Attendance and participation in all aspects of the course are encouraged.  Your attendance will indicate your agreement to be involved and to encourage the involvement of everyone in the class.

There is no need to plagiarize: make sure to acknowledge the source of all material that is not your own.  Individual assignments and exams must be done individually, and cheating will be subject to disciplinary action.

Communication is in the course name, and communication between the instructor and students is essential to ensure a rewarding and enjoyable experience from this course.  Please take the time to give feedback, anonymous or otherwise, about this course as it progresses.

[Click here to submit anonymous feedback](../../../../public_html/teaching/cs305/200310/feedback.html)

**Evaluation**:

Assignments:                                 40%

Final Exam:                                  55%

Participation:                                  5%

Instructor’s discretion:             +/-10%

Research credit:                        1 – 2% bonus for participating in departmental research (to be

discussed).

You ***must*** pass the final exam to pass the course.

There will be 4 assignments in class related to the design, implementation, and evaluation of a user interface, with due dates and weightings as follows:

January 13:                                     5%

January 20:                                   10%

January 27:                                   10%

February 3:                                    15%