Stevens Institute of Technology
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Syllabus

CS545: Human Computer Interaction revised 19 August 2018

Semester taught: Fall, Spring	**Start and end date of the semester:** http://www.stevens.edu/registrar/
Professor Name: Gregg T. Vesonder **Office address:** 504 Babbio **Office phone number: web based** **E-mail address:** gvesonde@stevens.edu	Office Hours: by appointment Course Web Address: canvas http://vesonder.com

Overview

This course targets how to create effective, efficient and enjoyable human computer interactions using both standard and emerging techniques. It explores psychological foundations, fundamental concepts, task analysis, requirements analysis and techniques for design and implementation. The course also will explore how anthropological and ethnographic techniques are emerging as important methodologies in computer system development.

Prerequisites

See course listing – they can be waived if programming experience is demonstrated.

Learning Goals

After taking this course, the student will be able to:

- Evaluate user interfaces and the user experience for their effectiveness based on psychological principles
- Conduct user studies on usability of current and future user interfaces
- Conduct task analysis
- Understand how to employ the latest usability techniques in their user interfaces and the design of the user experience

Pedagogy

The course is a Canvas course and each week will follow this schedule: Monday morning an annotated lecture in pdf format will be made available. Monday morning a discussion topic also will be provided and you must participate in at least six discussions throughout the term – the discussion ends with the posting of the next topic on the next Monday. A weekly quiz is made available on Thursday that must be completed by midnight Monday. In addition during the semester there will be midterm (week 7) and a final. The final is cumulative. There will also be a HCI group project, two project meetings with the instructor and several work sheets related to the project.

Required Text(s)

1) Stone, D., Jarrett, C., Woodroffe, M. and Minocha, S., User Interface Design and Evaluation, Elsevier, 2005, ISBN: 0-12-088436-4

2) Tidwell, J. Designing interfaces, 2nd Edition, O'Reilly Media, 2011, ISBN: 1449379702

3) Safer, D Microinteractions, O'Reilly Media, 2013, ISBN:978-1491945926

Required Readings

Readings will be assigned for each week. See weekly descriptions in the table below.

Assignments

The course will emphasize understanding the principles and methodologies of user centered design.

Class Participation - To enhance the learning experience, all students are expected to participate in class discussion board by responding to the discussion topics posted by the professor and the postings by other students.

1. You will be required to do several reports on the progress of your project throughout the semester.
2. Quizzes – Quizzes will be posted on Thursdays of each week and must be taken by the Sunday of that week.
3. The schedule for the mid term and the final is provided, along with other critical dates on a schedule page provided in canvas. Tests will be posted on Monday and must be taken by the following Sunday.
4. The project will be a small team project, minimum of 4 students, preferably 6.

The assignments and their weights are as shown below:

1. Quizzes, discussion, log entries in Main Forum	20%
2. Mid Term	25%
3. Final	25%
4. Project	30%
TOTAL	**100%**

Please note that assignments in this class may be submitted to www.turnitin.com, a web-based anti-plagiarism system, for an evaluation of their originality.

Grading and Criteria for Passing

(1) Turn in all written material (see weekly assignments on the course website).
(2) Final grades will be awarded in accordance with the following scale:

Grade	Percentage
A	93 - 100
A-	90-92
B+	87 - 89
B	83-86
B-	80-82
C+	77-79
C	73 – 76
C-	70-72

F	<70