

**Human Computer Interaction**  
Course Syllabus  
COMP 640  
Studio Lab, Pandora 128  
Spring 2016

## Syllabus

*“Never underestimate the power of the syllabus! It is your guide for how to excel in this class. Read it carefully and review it every time you have a question about the course requirements, policies, and assessment. It’s a living story I keep writing every semester from my students’ stories about learning, college experience, and how the academic time fits into our lives, students and instructors alike.” Dr. Mihaela Sabin*

Please add your comments if you notice any inconsistency or ambiguity. The syllabus is a shared contract among all of us in this class and has the purpose of implementing the class teaching and learning goals.

## Course Information

Instructor: Suzanne Poirier  
Cell: 603-566-7013  
E-mail: [Suzanne.Poirier@unh.edu](mailto:Suzanne.Poirier@unh.edu)  
Office Hours: Mondays, 5:00PM – 5:30PM and by appointment.

Course Dates: January 26, 2016  
Day and Time: Monday, 5:30-8:30 P.M.  
Textbooks:

978-1118394151	Android Design Patterns: Interaction Design Solutions for Developers	Greg Nudelman	March 11, 2013
150061386X	Android Studio Development Essentials		July 22, 2014
9781482233896	Human-Computer Interaction: Fundamentals and Practice	Gerard Jounghyun Kim	2015

References: <http://developer.android.com/training/index.html>  
<http://developer.android.com>  
<http://www.balsamiq.com>  
<http://www.baddesigns.com>  
<http://code.google.com/>

Software: <http://developer.android.com/sdk/index.html> Android SDK

## **Course Description**

The goal of this course is to introduce and familiarize students with Human Computer Interaction (HCI) and the significant role it plays in product design and development. There are more varied and creative Human Computer Interactions than ever. We will discuss the principles of HCI, examples of good and bad interfaces, examples in embedded software and the web, and possibilities in the future. The class will discuss what determines a design's effectiveness and with industry experts, we will discuss measuring effectiveness for the Food and Drug Administration. We will also delve into the product development life cycle, to better understand what it takes to get a project from concept to delivery and the impact it has on HCI.

## **Grading**

Class Participation	15%
Homework and Quiz	20%
Midterm	20%
Group Project	20%
Final Paper	25%

## **Class Participation**

Attendance, meaningful verbal contributions in class, preparation of written problem assignments, attitude, and overall attention to the subject matter of the course are factored into this grade component.

## **Homework and Reading for Class**

The course schedule below lists the reading assignments for each class. Additional readings may be given during lecture and will be posted on Blackboard or handed out. The material from the reading will be used in class. Email any assignments to my email address [Suzanne.Poirier@unh.edu](mailto:Suzanne.Poirier@unh.edu) as a PDF or Word document when it's complete. For full credit I must receive the assignment prior to class.

## **Mid-term Exam**

The mid-term exam will include a combination of objective (multiple choice, true/false, etc.) and subjective (short answer, essay) questions. Material for the exam will come from the book, class notes and discussion topics. **Please take notes.**

## **Group Project**

TBD

## **Final Paper**

A 10-12 page final paper is designed to integrate the concepts from the course. There are 4 steps to the final paper: a proposal, an outline, a first draft, and a final draft. The date for each step in the process is identified below. You may focus on any concepts from the book: good design, process, requirements, testing, or evaluation, but it is intended to demonstrate your knowledge and interest within the sphere of interaction design. Focus on what interests you and

an area that you would like to understand more fully. A personal focus will help you to think about future possibilities for you in the workplace.

## **Blackboard**

You are expected to check the Blackboard course site each week for announcements. There is a discussion forum for general sharing of questions and clarifications. Feel free to post your questions, confusions, suggestions. All members of the class should feel welcome to reply to the posted material. Some documents and assignments may be handed in through the Blackboard digital drop box, however email to my account is the preferred method. Please email all documents in either Word (.doc), Rich Text File (.rtf), or Portable Document Format (.pdf). If in Word, please save in “compatibility mode” and not in the later Word (.docx) format. You are also expected to check your UNH email accounts in a timely manner.

## **Assistance**

You may reach me via email [Suzanne.Poirier@unh.edu](mailto:Suzanne.Poirier@unh.edu). Reaching me between 8:00 AM and 5:00 PM will vary on the day. I am generally available after 5:00 PM. I am also available in person by appointment.

## **COURSE POLICIES REGARDING STUDENT BEHAVIOR**

### **Attendance**

Attendance is taken every class. Students are responsible for attending all classes and expected to abide by the University Policy on Attendance (as stated in the *UNH Student Rights, Rules, and Responsibilities*).

Students who miss a class have the responsibility to:

- Email instructor about the circumstances for missing the class within a week of the absence.
- Check the course site and class forum and contact peers to find out what they missed.
- Make up the absence by writing a 300-500 word description of what they missed based on the readings and emailing it to me within a week of the absence.

Except for absences due to serious medical reasons or circumstances beyond the student control, no more than two such makeups will be accepted. Each additional absence will lead to a **reduction of 5 points** in the final grade. Not turning in an absence makeup paper will also lead to a reduction of 5 points in the final grade.

### **Late submissions and make-up exam**

Policy for late submissions and make-up exam is very strict and applies only in exceptional cases of student illness, accident, or emergencies that are properly documented. A late submission or make-up exam may be granted only if the student:

- Emails prior to the deadline and
- Explains and provides evidence for the circumstances that have prevented the student from meeting class requirement.

Failing to comply with these rules results in no credit for the late submission or missed exam.

### **Student use of computing devices**

In-class use of any computing device is not allowed unless needed for lab activities and with instructor's permission. Turn off all cell phones during class. Use of computing devices for non-class activities is not allowed. Students will be asked to leave the class if they fail to comply with this rule. Students with a learning disability that requires the use of a computing device must provide evidence from the Disabilities Services for Student Office.

### **STATEMENT ON ACADEMIC HONESTY**

Homework and project submissions should be entirely the work of the individual student and may not include work done by others. Collaboration on assigned work is limited to discussing assignment specifications and clarifying the understanding of what concepts and techniques could be applied to solve the assignment's problems.

Failing to comply with these rules is considered a violation of academic honesty policy.

See <http://www.unh.edu/vpsas/handbook/academic-honesty> for more information. There are very serious repercussions if you deviate from the academic honesty policy:

- The penalty for the first occurrence of an instance of academic dishonesty and plagiarism is no credit for the assignment in question. The Associate Dean will be immediately notified of the incident.
- The second attempt is penalized with failing the course.

No collaboration is allowed while taking the exam. Cheating on the exam is penalized with failing the course.

### **STUDENT WITH DISABILITIES**

UNH Manchester is committed to providing students with disabilities with a learning experience which assures them of equal access to all programs and facilities of the University, which makes all reasonable academic aids and adjustments for their disabilities and provides them with maximum independence and the full range of participation in all areas of life at UNH Manchester. Students who need to document their disability and determine any accommodations, services, or referrals should schedule an appointment with the UNH Manchester Disability Services Coordinator by calling 641-4170. For more information, please see <http://manchester.unh.edu/student/disability>.

Course Schedule \*\* This is an outline of a **tentative** schedule.

Week	Date	Topic, Objectives, and Lab	Homework Due	Reading for Class
1	Feb 1	<b>Course Introduction</b> Lecture: <a href="#">Review of Reading</a>	None	<b>HCI</b> Chapters 1, 2, 3
2	Feb 8	Lecture: <a href="#">Review of Reading</a> <a href="#">Using Balsamiq/Wireframing</a>  Lab: Balsamiq improving an Interface	<i>Do some research and write up a table/list of HCI design considerations based on Age/Generation/Culture</i>	<b>HCI</b> Chapter 4 (skip 4.2.1 & 4.4)  <b>Android Design Patterns:</b> Chapters 3 & 4
3	Feb 15	Lecture: <a href="#">Review of Reading, Introduction to Java</a>  Get feedback on Balsamic Wireframes  Lab: Balsamiq improving an Interface continued	<i>Balsamic Presentations</i>	<b>Android Design Patterns:</b> 5, 6, 7
4	Feb 22	Lecture: <a href="#">Review of Reading</a>  Lecture: <a href="#">Topic: Going Moble: Native Apps vs. Web Apps</a>  Final Balsamiq Presentations	<i>Balsamic Presentations</i>	<b>HCI</b> Chapter 5, 6 (skip 6.4)  <b>Android Design Patterns:</b> Chapters 8, 9, 10
5	Feb 29	Lecture: <a href="#">Review of Reading</a>  Lecture: <a href="#">What is an RFP</a>  Lab: Discuss group project. What is an RFP? Start brainstorming ideas for projects.	<i>Do some research and write up a table/list of benefits of Virtual Reality devices used for “training”. What are the HCI research and design issues we must consider for this type of device? List the benefits vs. the costs.</i>	<b>HCI</b> Chapter 8  <b>Android Design Patterns:</b> Chapters 11, 12, 13, 14
6	March 7	Lecture: <a href="#">Designing a UI in Android</a>  Lab: <a href="#">Chapter 12 Android Activity State Example</a>  We will be covering Android Studio chapters 8-16 in class. Feel free to read ahead to be prepared.	<i>Come to class with the Android Development Studio installed on your PC</i>	<b>Android Studio:</b> Chapters 1, 2, 3, 4, 5, 6, 7, <b>14</b>
7	March 14	No Class	none	none

8	March 21	Mid-term – covers weeks 1-7		
9	March 28	Lecture: <a href="#">Events in Android</a>  Lab: Make your proposal for a project. Accept a proposal from another team and respond (this is dependent on whether we do this internally in class or externally with a customer)  Final Paper Proposal review with class.	<i>Create an RFP to present to another design team or answer a stakeholder's RFP (TBD)</i>  <i>Final Paper Proposal (not part of homework assignment grading). Please e-mail me a copy prior to class.</i>	<b>Android Studio:</b> Chapters 18, 19, 20, 21, 22, 23, 24, 25
10	April 4	Lab: Use another group to do usability testing of your wireframes  Lab: Make edits and updates based on feedback  Review with Stakeholders wireframes and proposal	<i>Final Paper Outline</i>  <i>Create wireframes and description of your project to show to stakeholders in class</i>	
11	April 11	Lab: Continue prototype in Android SDK	<i>Start prototype in Android SDK. Be prepared to show your start.</i>	
12	April 18	Lab: Continue prototype in Android SDK  Lab: Use another group to do usability testing of your prototype	<i>Continue prototype in SDK. Be prepared to show your work.</i>	
13	April 25	Lab: Continue prototype in Android SDK	<i>Final Paper 1<sup>st</sup> Draft</i>	
14	May 2nd	Lab: Continue prototype in Android SDK	<i>Continue prototype in Android SDK</i>	
15	May 7th	<b>Presentation of Prototype to Stakeholders</b>  <b>Final Paper Due</b>	<i>Final Paper</i> <i>Final prototype in Android SDK</i>	Because of the final grading submission limitations, late work for these assignments will not be accepted.