**Course Schedule:**

This is an approximate schedule of topics and is likely to change as we proceed through the semester.

|  |  |  |
| --- | --- | --- |
| **Day** | **Topic** | **Reading/Project** |
| 1 | Introduction | Norman, chapter 1 |
| 2 | Motivation - Why is HCI important? |  |
| 3 | **What is interaction design?** |  |
| 4 | What is interaction design?; Norman, chapter 1 | Norman, chapter 2 |
| 5 | HCI in business; Usability Goals and Principles |  |
| 6 | **Understanding Users:** Attention, Perception |  |
| 7 | In-class Assignment | Norman, chapter 3 |
| 8 | Memory, Learning, Language Processing, Reflective Cognition | Top Ten Blunders |
| 9 | Norman, chapter 2 |  |
| 10 | Norman, chapter 2; Emulating the Real World |  |
| 11 | Conceptual frameworks of Cognition |  |
| 12 | Built-in Snow day (if needed) |  |
| 13 | **Designing for collaboration and communication** | Norman, chapter 4 |
| 14 | Norman, chapter 3; Designing for collaboration and communication |  |
| 15 | Designing for collaboration and communication |  |
| 16 | **Understanding how interfaces affect users** | Are users stupid? |
| 17 | Norman, Chapter 4; Understanding how interfaces affect users | How to fix an election |
| 18 | Discuss Project;**The process of interaction design** | Norman, chapter 5 |
| 19 | Midterm Paper (Preece 1, 3, 4; Norman 1-4) |  |
| 20 | The process of interaction design; Norman, chapter 5 |  |
| 21 | No Class - Spring Recess (March 3-11) | Norman, chapter 6 |
| 22 | **Identifying needs and establishing requirements** |  |
| 23 | Data Gathering |  |
| 24 | Interpretation & Analysis |  |
| 25 | Scenarios, Use Cases, Essential Use Cases, and Task Analysis | Project:  Needs and requirements/task analysis |
| 26 | In-Class Project; Organize for Needs/Requirements Assignment |  |
| 27 | Norman, Chapter 6 | Norman, chapter 7 |
| 28 | Norman, Chapter 6; **Design, prototyping and construction** |  |
| 29 | Design, prototyping and construction |  |
| 30 | Design, prototyping and construction | Project:  Design & Creation of paper prototypes |
| 31 | **User-centered approaches to interaction design** |  |
| 32 | Paper Prototyping; Bad interface |  |
| 33 | Paper Prototyping | Project:  Usability tests of paper prototypes/class presentations |
| 34 | In Class Usability Testing of Lo-Fi Prototypes |  |
| 35 | User-centered approaches to interaction design; **Introducing evaluation** |  |
| 36 | No Class - A better-than-average Friday |  |
| 37 | Introducing evaluation | Project:  Prototype implementation |
| 38 | Introducing evaluation |  |
| 39 | No Class - Juniata Liberal Arts Symposium |  |
| 40 | **An evaluation framework** |  |
| 41 | In-class project - Analyze SE class's projects | Project:  Usability test of implemented prototype |
| 42 | An evaluation framework |  |
| 43 | An evaluation framework; Modeling Users (section 14.5) |  |
| 44 | Review | Project:  Final project reports |
|  | Reading Day | Project Write-up Due |
|  | Final Paper |  |