CSC318H1S (Winter 2017)

DESIGN OF INTERACTIVE COMPUTATIONAL MEDIA

Course Information Sheet

Introduction to software development methodologies with an emphasis on agile development methods appropriate for rapidly-moving projects. Basic software development infrastructure; requirements elicitation and tracking; prototyping; basic project management; basic UML; introduction to software architecture; design patterns; testing.

	L0101	**L0201, L2001**
Lectures	MW 11 am - noon (GB220)	T 4-6 pm (GB119)
Tutorials	F 11 am - noon (GB303, GB304, GB405)	T 6-7 pm (BA1230, BA2145, BA2155)
Discussion board	piazza.com/utoronto.ca/winter2017/csc318l0101mw	piazza.com/utoronto.ca/winter2017/csc318l0201t

Instructor: Velian Pandeliev (vpandeli@cs.utoronto.ca)
Office Hours: Wednesdays 1-3 pm (room TBA)
Course website: Blackboard (portal.utoronto.ca)
Submit your work: MarkUs (https://markus.teach.cs.toronto.edu/csc318-2017-01)

Contact policy: Questions about the material should be posted to the Piazza discussion board or brought to office hours, not emailed to the instructor. When emailing with administrative or personal issues, please begin your subject line with *"[CSC318]"*, followed by a meaningful phrase, e.g., *"[CSC318]: I have a conflict with the next test"*. Please include your full name, your section and student number in the body of the email. Please allow up to 72 hours for a reply.

Resources: Lecture slides, additional readings, announcements and assignments will all be posted to Blackboard. It is your responsibility to check Blackboard regularly for incidental communication and updates.

Academic Offenses: All of the work you submit must be done by you (individually or within your group), and your work must not be submitted by someone else. Plagiarism is academic fraud and is taken very seriously. Please read the Rules and Regulations from the U of T Calendar (especially the Code of Behaviour on Academic Matters):

http://www.artsandscience.utoronto.ca/ofr/calendar/rules.htm

You should also review this document regarding plagiarism in the context of CS:

http://www.cs.toronto.edu/~fpitt/documents/plagiarism.html

Please don't cheat. It is unpleasant for everyone involved, including us. Here are a couple of general guidelines to help you avoid plagiarism:

- Never look at another student's work, on paper or on the computer screen.
- Never show another student your work. This applies to all drafts of a solution and to incomplete solutions.

Evaluation

- **(47%)** Phases of a group project in which you will research a problem space, ascertain user needs, design and create a prototype. You will work in groups of 5.
- **(30%)** Assignments: individual solutions to specific, constrained problems.
- **(14%)** Tutorials: 50-minute guided exercises that allow you to practice important skills. Earn marks through attendance and earnest participation.
- **(9%)** Blog entries: biweekly meaningful participation in a design
- **(+3%)** Bonus mark attained by attending 3 TUX talks this term.

All submissions are due by 4:00 pm on the due date.

	Description	**Weight**	**Due**
P1	Group formation	1%	2017-01-16 16:00:00
P2	Problem space and literature review	4%	2017-01-23 16:00:00
P3	Research instruments script	4%	2017-01-30 16:00:00
P4	Revised research instruments script	2%	2017-02-06 16:00:00
A1	**Harness new technology**	**10%**	**2017-02-15 16:00:00**
P5	Research summary and interpretation	8%	2017-02-27 16:00:00
A2	**Heuristic evaluation**	**10%**	**2017-02-27 16:00:00**
P6	Brainstorm and representative sketch	4%	2017-03-05 16:00:00
P7	Prototype and usability testing script	4%	2017-03-15 16:00:00
P8	Updated prototype and testing results	8%	2017-03-27 16:00:00
P9	Final project presentation	4%	2017-03-30 16:00:00
A3	**Skin a wireframe**	**10%**	**2017-04-22 16:00:00**
P10	Write-up and project submission	8%	2017-04-05 16:00:00
Tutorials	Guided exercises or project work	14%	weekly
Blogs	Meaningful design discourse	9%	biweekly
Bonus	TUX talk attendance	(+3%)	bonus