CIT 425: Human-Computer Interfaces

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E-mail: mosterm@uncw.edu	**Email Response Time:** $\leq$ 48hrs
Office: Congdon 2022	**Office Hours**: WR 9:30-11:30am & by appt
Classroom: Congdon 2006	**Time**: T/Th 2-3:15pm
Final Exam: Thursday, December 11, 3-6pm	Congdon 2006

This syllabus is subject to change, but only with sufficient notification.

Course Description

Human-computer interaction for information technology professionals. Analysis and design of systems from the point of view of HCI.

Course Expectations: This course aims to provide students with a practical understanding of design principles to become better designers of Human-Computer Interfaces. A key component of the Information Technology discipline is the user's understanding and advocacy in the development of IT applications and systems. IT graduates must develop a mindset that recognizes the importance of users and organizational contexts and employ user-centered methodologies in the development, evaluation, and deployment of IT applications and systems.

Major Topics Covered: Interaction Design, User Experience, Interaction Types, Social Interaction, Emotional Interaction, Interfaces, Data Gathering, Data Analysis and Interpretation, Establishing Requirements, Design, Prototyping and Construction, Evaluation of Designs, Accessibility Standards, and Human Factors.

Prerequisites: CIT/MIS 310

Required Materials

- *Interaction Design: Beyond Human-Computer Interaction*, 6th edition, by Preece, Rogers, and Sharp

    - Companion Website: http://www.id-book.com/
    - This book is also available from the Bookstore.

- Additional readings/videos will be provided through the course Canvas page.

Core Learning Outcomes

1. Students can articulate and apply common design principles for making good decisions in the design of user interfaces.

2. Students will apply heuristic evaluation methods to evaluate the usability of an interactive system and analyze the results.

3. Students will build prototypes at varying levels of fidelity, from paper prototypes to functional, interactive prototypes.

4. Students will be able to identify the strengths, weaknesses, and impact of incorporating users in the technology design process.

Course Policies

Instructor Communications Policy: If you have any questions, comments, or concerns about the course at any time, please feel free to reach out to me at mosterm@uncw.edu. I will respond as soon as I am able to, generally on weekdays that means within 24 hours and on weekends within 48 hours. If you have not received a response to your email *after* 48 hours have elapsed, please send a follow-up email. **Please include CIT 425 in your email subject line for faster responses.**

Calendar: It is the student's responsibility to check the online calendar (which is subject to change) and to complete the assignments as indicated. Failure to check the calendar daily is not an acceptable excuse for missing a due date.

AI Usage: Unless explicitly stated in an assignment's instructions, AI should not be used in this course. The use of AI will be considered cheating and a violation of the UNCW Honor Code.

Grading Breakdown

You are expected to take an active role in your learning. Please keep up with the readings and turn assignments in on time.

- **Attendance & Participation** (10%)

  - I will randomly take attendance, which may count towards your participation score.
  - Assignments included in this category: in-class activities, attendance

- **Project + Project Participation** (30% + 10%)

  - There will be one large group project that we will develop over the semester. The project will be divided into milestones containing presentations, written assignments, and multiple prototypes.
  - Group participation in the project is mandatory. A charter will be issued so everyone is on the same page about communication and duties. Weekly team assessments will count towards your project participation grade.

– Assignments included in this category: pitch presentations, experiments and write-ups, final document, prototypes, team assessments

- **Tests** (40%)

  – There will be two in-class tests. Each test is worth 20%.

  – Assignments included in this category: Test 1, Test 2

- **Final Exam** (10%)

  – Your final presentation will count as your final exam.

  – **Final Exam: Thursday, December 11 from 3 – 6pm in Congdon 2006**

  – Assignments included in this category: final presentation

Grading Policy

All grades will be posted on Canvas, but please be advised that Canvas may not always be correct in your weighted grade. Please calculate your grade based on the above percentages. If you have questions about your grade, or how the grading works, please talk to me.

You have two weeks from when a grade is returned to dispute it.

I reserve the right to curve the scale dependent on overall class scores at the end of the semester. Any curve will only ever make it easier to obtain a certain letter grade.

Numeric Score	Letter Grade
94 – 100	A
90 – 93	A-
87 – 89	B+
84 – 86	B
80 – 83	B-
77 – 79	C+
74 – 76	C
70 – 73	C-
67 – 69	D+
64 – 66	D
60 – 63	D-
0 – 59	F

Students with Disabilities

If you have a disability and need reasonable accommodation in this course, you should inform the instructor of this fact in writing within the first week of class or as soon as possible. If you have not already done so, you must register with the Office of Disability Services in DePaolo Hall (extension 2-7555) and obtain a copy of your Accommodation Letter. You should then meet with your instructor to make mutually agreeable arrangements based on the recommendations of the Accommodation Letter. At least a week prior to any test or exam, you should work with the instructor and the Office of Disability Services to arrange a mutually agreed arrangement for accommodation.

Honor Code

All members of UNCW's community are expected to follow the academic Honor Code. Please read the UNCW Honor Code carefully (as covered in the UNCW Student Handbook and available here: https://uncw.edu/about/university-administration/student-affairs/departments/dean-students/honor-code/).

Academic dishonesty in any form will not be tolerated in this class. If you cheat, you should expect to fail the course.

Please be especially familiar with UNCW's position on plagiarism as outlined in the UNCW Student Handbook. Plagiarism is a form of academic dishonesty in which you take someone else's ideas and represent them as your own. Here are some examples of plagiarism:
1. You write about someone else's work in your paper and do not give them credit for it by referencing them.
2. You give a presentation and use someone else's ideas and do not state that the ideas are the other person's.
3. You get facts from your textbook or some other reference material and do not reference that material.

UNCW Copyright Use and Ownership Policy

Any dissemination of class notes, lecture slides, recordings, handouts, copies of exams, or any other course materials without permission of the instructor is prohibited by UNCW policy.

https://uncw.edu/about/policies/administration/01.210-copyright-policy specifies that class notes and related materials are considered derivative of original intellectual property of the course instructor. Therefore, the instructor (not the student) owns the copyright and must provide specific permission to distribute and/or reuse those materials for anything other than personal use and scholarship by the student. Commercial use, display, or dissemination of such notes, copies, or recordings – as well as posting to websites – will generally constitute an infringement of copyright and the Honor Code. Materials that qualify as student-owned are listed in the policy.

Responsible Use Policy

The University's policy on the responsible use of electronic resources also applies to all work for this course. See https://uncw.edu/about/policies/technology/07.100.00-responsible-use-of-information-technology-resources.

Title IX

UNCW takes all forms of interpersonal violence very seriously. When students disclose, first- or thirdhand to faculty or staff about sexual misconduct, domestic violence, dating violence and/or stalking, this information must be reported to the administration in order to ensure that students' rights are protected, appropriate resources are offered, and the need for further investigation is explored to maintain campus safety. There are three confidential resources who do not need to report interpersonal violence: UNCW CARE, the Student Health Center, and the Counseling Center. If you want to speak to someone in confidence, these resources are available, including CARE's 24-hour crisis line (910-512-4821). For more information visit https://uncw.edu/titleix and https://uncw.edu/care.

Incomplete Grades

Incomplete grades are given rarely and only in very specific situations. First, the student must be passing. Next, the student must be able to complete the work of the course entirely on his or her own. Finally, the student must be prevented from completing the course by verified, unforeseen circumstances beyond the control of the student. These conditions must be documented and verified before an incomplete grade may be given.

Project Overview

- **Project Proposal** - Each student will submit and present a project idea to the class.
- **Project Survey** - Each student will rank the projects, groups will be created using this information.
- **Group Charter** - Each group will complete a group charter so everyone is on the same page with the project.
- **Mission Statement** - Each group will complete a mission statement for their product/company.
- **Conceptual Models** - As individuals and then as a group, you will create a conceptual model of your product.
- **Identifying Customer Needs** - As a group, you will identify the needs of your customers by creating an interview script.
- **User Interviews + Raw Data Interpretation** - Individually, you will interview potential customers using your script and report on your findings.
- **Customer Needs Analysis** - As a group, you will analyze your collected data and find themes for different customer needs for your product.
- **Rate the Customer Needs** - Individually, you will have your customers rate the needs you identified to find the ones they care about the most.
- **Scratch Prototypes 1** - Individually, you will use your needs analysis to create 3 hand-drawn prototypes of your product.
- **Scratch Prototypes 2** - As a group, you will talk pros and cons of all individual prototypes to identify aspects wanted in the final product to create 2-3 different prototypes and write a report on how you came to the final design.
- **Create Medium-Fidelity Prototype** - As a group, you will use software such as Adobe XD to create a medium fidelity prototype of your product.
- **Medium-Fidelity Testing 1** - Each team member will conduct user testing with this initial medium fidelity prototype and collect feedback to improve your next iteration. Additionally, the class will review and give feedback on your team's design.
- **Medium-Fidelity Testing 2** - Using the feedback from Round 1, you will update your medium fidelity prototype. Each team member will conduct user testing with this updated medium fidelity prototype and collect feedback to improve your last iteration. The class will also review and give feedback on your team's design.
- **Final Pitch** - As a group, you will present your project and process to the class. You can use this presentation as a way to get final feedback on your project before submitting your final report.
- **Final Report** - A written report detailing all of the steps and iterations that your project has gone through.