









# Human-Computer Interaction

CPSC 481 - Winter 2019

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- What is a good Interface?
- What is Design?

# What this course is about...

- Understanding why bad design is so prevalent
- Learning and practicing methods for “good” design
- Hands-on experience with multiple design methods:  
involving users, prototyping, testing

# Introduction: Me



- Instructor: Tiago Silva da Silva
  - Tiago, Prof. Tiago, Dr. Silva, Prof. Silva
- Assistant Professor at the Institute of Science and Technology at UNIFESP
  - Ph.D. in Computer Science from PUCRS
- Research in Human-Computer Interaction
  - Agile UCD, Usability and UX Evaluation
- Personal interests: Heavy Metal, Rock & Roll, Soccer, TV series



# Introduction: Your TAs

- Bruna Brandão
  - Ph.D. Student
- Tim Au Yeung
  - Ph.D. Student

# Basic course information

- Website
  - GitHub Pages <https://silvadasilva.github.io/CPSC481-2019W/en/#!index.md>
- Communications
  - Slack <https://cpsc481-2019w.slack.com/>
- Readings and Slides
  - Posted online at the main website

# What do you expect of me?

# What you can expect of me

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- If I don't know the answer to your question, I will find out
- I will treat you as professional colleagues

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- Tutorial materials are set up for you - I expect your best efforts on all components
- Be here on time
- Turn in everything on time

# Assessment

| Component     | Worth | Date      |
|---------------|-------|-----------|
| Assignments   | 12%   |           |
| Participation | 8%    |           |
| Project       | 35%   |           |
| Mid-Term      | 15%   | Feb 14    |
| Final         | 30%   | Apr 15-27 |

# Assignments - 12%

| Assignment                                     | Worth | Date   |
|--|-------|--------|
| A-1: Questions                                 |       | Jan 10 |
| A0: Slack post                                 |       | Jan 17 |
| A1: Heuristic Evaluation report + Presentation | 4%    | Jan 31 |
| A2: User-Centered Research                     | 4%    | Feb 21 |
| A3: Design Patterns                            | 4%    | Mar 21 |

- Bonus: 2%
  - Regularly posting **#gooddesign** and **#baddesign** to the Slack channel. (once a week through the term)

# Participation - 8%

- Tutorial participation.
- Ask questions.
- Comment, build on, or clarify others' contributions.
- Post useful or interesting information to the class discussion board.

# Team project - 35%

- Opportunity for you to engage in hands-on design with a real project
- Groups of five (5) people
- Your TA may facilitate group construction

# Team project - 35%

- Project idea
  - Something of your choosing
  - This needs to be cleared by your TA by the time P0 is due

# Team project - 35%

| Project component                                | Worth | Date   |
|--|-------|--------|
| P0: Team contracts + project scope               | 2%    | Jan 22 |
| P1: User Research                                | 7%    | Feb 12 |
| P2: Lo-fi prototypes + Presentation              | 8%    | Feb 26 |
| P3: Hi-fi prototypes                             | 8%    | Mar 12 |
| P4: Final report + presentation + fixed problems | 10%   | Apr 02 |

# Labs

- Participation in these labs comprises part of your grade
- Hands-on with specific skills and activities
  - Research and Design activities
  - Presentations

# Office hours/Contact information

- Office hours: M 1PM - 2PM or by appointment
  - ICT 552
- Questions: Use Slack
  - Slack <https://cpsc481-2019w.slack.com/>
- **Do not email me or your TA directly.**
  - Unless it is a subject unrelated to the course

# Handing in assignments

- Assignments are due at the beginning of lecture on the day specified
- You have a 10 minute grace period from the start of class
- After that, **I will not accept assignments**

# Questions, comments, queries?

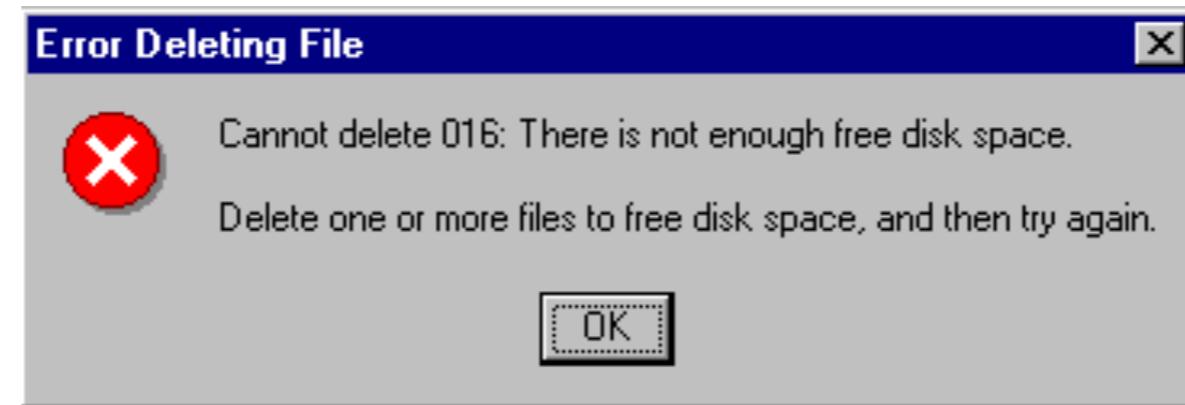
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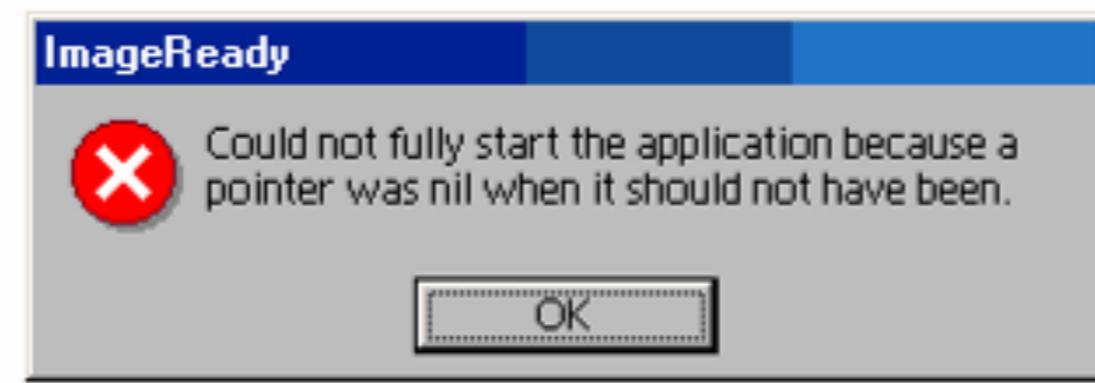












# Acknowledgements

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