









# Human-Computer Interaction

CPSC 481 - Spring 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 TA

- Lorans Alabood
  - Ph.D. Student (Computational Media Design)



# Basic course information

- Website
  - GitHub Pages <https://silvadasilva.github.io/CPSC481-2019S/>
- Communications
  - Slack <https://cpsc481-2019s.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   | 7%    |           |
| Participation | 8%    |           |
| Project       | 40%   |           |
| Mid-Term      | 15%   | May 22    |
| Final         | 30%   | Jun 19-21 |

# Assignments - 7%

| Assignment  | Worth | Date   |
|---|-------|--------|
| A0: Slack post: #profile                          | 1%    | May 10 |
| A1: Slack posts: #gooddesign,<br>#baddesign posts | 2%    | -      |
| A2: User-Centered Research                        | 4%    | Jun 01 |

- Slack posts
  - 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 - 40%

- 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 - 40%

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

# Team project - 40%

| Project component                                | Worth | Date   |
|--|-------|--------|
| P0: Team contracts + project scope               | 2%    | May 16 |
| P1: User Research                                | 8%    | May 23 |
| P2: Lo-fi prototypes + Presentation              | 9%    | May 30 |
| P3: Hi-fi prototypes                             | 9%    | Jun 06 |
| P4: Final report + presentation + fixed problems | 12%   | Jun 13 |

# 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: MW 4PM - 5PM or by appointment
  - ICT 552
- Questions: Use Slack
  - Slack <https://cpsc481-2019s.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 end of day (11:59 PM) on the day specified
- After that, **we will not accept assignments**

# Questions, comments, queries?

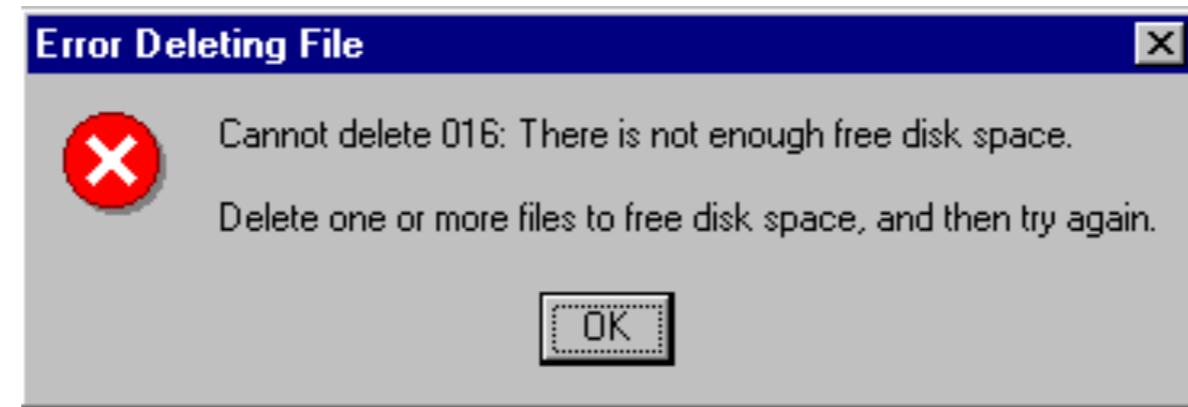
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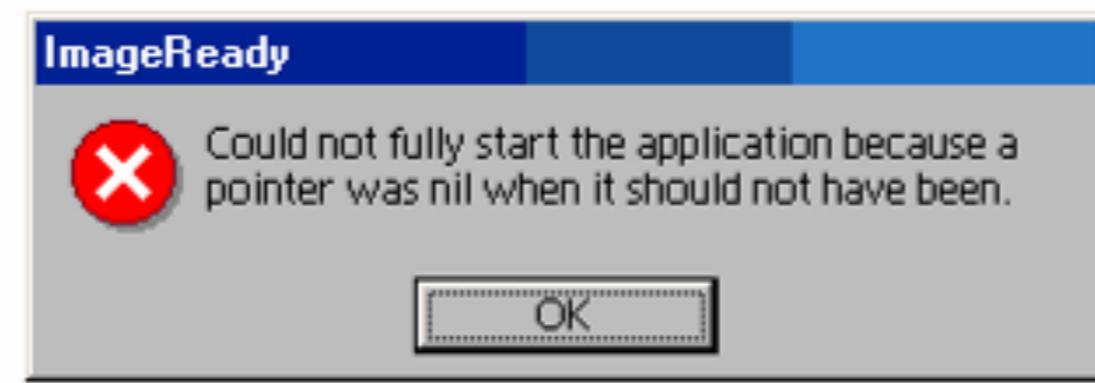












# Acknowledgements

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