

CSE 476 Human Computer Interfacing

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Course Objectives

Acquire knowledge and skills needed to create highly usable software systems. The course will cover the design process, evaluation techniques, appropriate use of graphics etc. By course completion, students should be able to utilize design concepts/principles to solve problems using the integration of graphic design elements and techniques for important design elements including buttons, colors, icons, menus etc.

Course Synopsis

The topics intended for the course have been outlined in the following.

- Introduction to HCI
- Human as information processing system, The computer, The Interaction
- Paradigms for Interaction
- Interaction Design Process, Design basics & Rules
- Designing interfaces, screen layouts, error messages, use of color, fonts etc.
- Dialog notations & Design
- Evaluation techniques, Expert analysis & User participation
- Task Analysis, User-centered design

Course Composition

- The course will primarily comprise class room lectures, software demonstrations and lab sessions.
- Each student will also be required to go through the assigned reading material. All reading assignments refer to the textbook mentioned in the section to follow.
- Handouts or other reading material and web tutorials would be made available once required.
- The students will be given assignments and quizzes regularly as well as a term project which they will document and demonstrate.

Assignments

- Assignments would be given most weeks, typically including design and evaluation of interfaces.
- Assignments are to be submitted electronically *or* on paper as per instructions. Data files, if any, should also be submitted.
- All assignments must be submitted within the specified time frame. There will be a **25%** deduction for work submitted one day late. After one day the assignment will not be accepted.
- Although students are encouraged to work together on programs, this concept is limited to HELP only, that is; suggestions and conversations on methods of solving a problem; it does not include the copying of programs.

Quizzes

Announced/surprise quizzes of 10 to 15 minutes worth about 10 points will be given regularly.

Term Project

The students (in groups of 3 max.) will be assigned a term project the details of which will be made available later on.

Grading Scheme

Grades for this course will be based on the following point distribution which is pretty much standard.

- Assignments: 10%
- Quizzes: 10%
- Midterm: 30%
- Final: 50%

For the labs, the following distribution is proposed:

- Participation 10%
- Lab Reports/Assignments 60%
- Term Project 30%

Resources

Text Book

- ***Human-Computer Interaction***, Third Edition, by Alan Dix, Janet Finlay, Gregory Abowd, and Russell Beale. Prentice Hall.

Online Resources

- <http://www.w3schools.com>
- <http://www.homeandlearn.co.uk/NET/vbNET.html>
- Others will be made available from time to time.
