CSCI 597 Human Computer Interaction

INSTRUCTOR
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         appointment only

DESCRIPTION
Students will learn the fundamental concepts of human-computer interaction and user centered design thinking, through
working in teams on an interaction design project, supported by lectures, readings, and discussions. They will learn to
evaluate and design usable and appropriate software based on psychological, social, and technical analysis. They will
become familiar with the variety of design and evaluation methods used in interaction design, and will get experience
with these methods in their project. Topics will include usability and affordances, direct manipulation, systematic
design methods, user conceptual models and interface metaphors, design languages and genres, human cognitive
models, physical ergonomics, information and interactivity structures, and design tools and environments.

STUDENT LEARNING OUTCOMES
- Understand fundamental design and evaluation methodologies of human computer interaction.
- Demonstrate knowledge of human computer interaction design concepts and related methodologies.
- Apply theories and concepts associated with effective work design to real-world application.

TEXTBOOK
Human Computer Interaction, 3rd Edition, Alan Dix, Janet Finlay, Gregory Abowd, Russell Beale
Prentice Hall, 2004. ISBN 0-13-046109-1

EVALUATION
Your grade for the course will be based on the following percentages:

    20%   Assignments
    30%   Quizzes
    20%   Discussions and Online Activities
    30%   Final Project

You should do your own work on exams/projects and for computer assignments. Copying another student's work is not
acceptable. Any indication of cheating and/or plagiarism on an exam/assignment/project will be an automatic 0 (zero)
for the exam/assignment/project for all students involved. Yet, based on cheating and plagiarism activity in any section
of class, instructor holds the right to give F grade to the identified student(s).

Letter grades will be assigned according to the following scale:
        A - at least 90% of the total points
        B - at least 80% of the total points
        C - at least 70% of the total points
        D - at least 60% of the total points
        F - less than 60% of the total points

STUDENTS WITH DISABILITIES
The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil
rights protection for persons with disabilities. Among other things, this legislation requires that all students with

disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you have a disability requiring an accommodation, please contact:

Office of Student Disability Resources and Services
Texas A&M University-Commerce
Gee Library, Room 132
Phone (903) 886-5150 or (903) 886-5835
Fax (903) 468-8148
StudentDisabilityServices@tamu-commerce.edu

ACADEMIC ETHICS:
"All students enrolled at the University shall follow the tenets of common decency and acceptable behavior conducive to a positive learning environment." (See Student's Guide Handbook, Policies and Procedures, Conduct).

COURSE REQUIREMENTS and DEADLINES:
Credit will be given for ONLY those exams, programs, and/or projects turned in no later than the deadline as announced by the instructor of this class, unless prior arrangement has been made with the instructor. Late programs/ projects/assignments can or cannot gain partial credit. Credit for late programs/projects/assignments will be announced with the description of it.

Assignments and projects will be posted in university's eCollege communication system. Detailed information will be provided by the instructor. Students also should turn in their assignment through eCollege portal. Each student is responsible for the content/instructions of email communications.