CSci 597 Human Computer Interaction

Course Syllabus

Summer 2015

Instructor

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Class Meetings

This is an online, web based course. All lectures, course materials, assignments and tests will be distributed through our University's eCollege online course system. Student's are responsible for ensuring they have access to eCollege during the course and that they have adequate resources and network access to obtain and use the materials online through eCollege.

This online summer class is what is known as a Summer I based course. It will meet for 5 weeks over the Summer I abbreviated session, from Monday June 8, 2015 through Thursday July 9, 2015.

01W   40892   Meets 6/8/2015 through 7/9/2015   Web Based Class

Course 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:

- (SLO597.1) Understand fundamental design and evaluation methodologies of human computer interaction.

- (SLO597.2) Demonstrate knowledge of human computer interaction design concepts and related methodologies.

- (SLO597.3) Apply theories and concepts associated with effective work design to real-world application.

Textbook

Required:

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

Evaluation (Tentative)

Your grade for the course will be based on the following (approximate) percentages:

Quizzes	30%
Discussions and Online Activities	15%
Assignments	25%
Final Project	30%

Final Average	Letter Grade
90 - 100	A
80 - 89	B
70 - 79	C
60 - 69	D
Below 60	F

Course Requirements

For a normal 16 week 3 credit hour course, we usually recommend you plan for at least 10 - 12 hours of study time per week. This time will of course vary depending on your background and ability. We cover the same material in summer as in a regular semester, but in less than 1/3 of the total time. Thus as a rough guideline you should expect to allocate 30 to 36 hours a week for reading, studying and performing assignments and class discussions for this course.

You will be given readings from the required textbook each week, 2 to 3 chapters per week. Each week, at the end of the week, there will be a quiz over the reading materials from the chapter (and remember that the last week of class ends on Thursday July 9, so the final project and final quiz will both be due on that Thursday).

In addition, each week there will be two or 3 discussion questions posted using the eCollege discussion system. You are required to participate in discussing the questions. Minimal credit will be given for those students who answer each question minimally. Full credit will be given, for this evaluation part of the course, to students who participate in actual discussions consistently. Actual discussions include asking questions, and responding intelligently to others questions, and moving the discussion forward by making positive contributions. Discussion does not simply mean posting repetitive answers without regard to what has already been said.

There will be 2 individual smaller assignments given, probably during the first and 3rd weeks. These assignment will ask you to perform some task related to design issues.

Finally, all students will work on a final project. The final project will consist of submitting a written paper description of a small design project. For the final project, you may work individually, or may form teams of 2 to no more than 3 students (this is the only instance where group work is allowed for assignments for this course).

Attendance Policy

Students are expected to follow all instructions and visit eCollege regularly many times weekly to complete the materials for this online course. If a student is unable to submit assignments by the due date for the assignment, they are expected to make alternative arrangements to assure that the assignment is turned in ON TIME, before the assignment is actually due. Any student wishing to withdraw from the course must do so officially as outlined in the class schedule. THE INSTRUCTOR CANNOT DROP OR WITHDRAW ANY STUDENT.

Course Requirement Deadlines

Credit will be given for ONLY those exam(s), assignment(s), and/or project(s) turned in no later than the deadline(s) as announced by the instructor of this class unless prior arrangement has been made with the instructor.

Student's 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, StudentDisabilityServices@tamuc.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). Ethics also includes the issue of plagiarism, and copying code for programming/lab assignments is just as serious as any other type of plagiarism.

You should do your own work on all assignments for this class. Copying another student's work is not acceptable. If you are caught sharing or using other people's work in this class for any assignment, you and all students involved will receive a 0 grade and a warning on the first instance. A subsequent instance will result in receiving an F grade for the course, and possible disciplinary proceedings.

Course Schedule (Preliminary)

W	Dte	Topic / Activity	Assg
1	6/8	Foundations of HCI (Ch. 1-3)	1
2	6/15	Paradignms and Design Basics (Ch. 4-5)	
3	6/22	Design rules and software Design (Ch. 6-7)	2
4	6/29	Implementation and Evaluation (Ch. 8-9)	
5	7/6	Universal Design and User Support (Ch 10-11)	Project