CS 305: Introduction to Human-Computer Interaction (HCI)

University of Regina, Fall 2007 Course Syllabus

Instructor: Timothy Maciag (http://www2.cs.uregina.ca/~maciagt)
Email: maciagt@cs.uregina.ca
Course Website: http://www.uregina.ca/webct/
Lectures: CL 232, MWF, 11:30-12:20
Labs: CL 135 ("The Fishbowl"), R: 10:30-12:20 or F: 9:30-11:20
**Labs will begin the second week of classes (Week of Sept. 10/07)

Office Hours: CW 308.15
M: 12:30-1:20 and W: 12:30-2:20
**Note: All other times by appointment only

Course Description:
This course stresses the importance of good interfaces and the relationship of user interface design to human-computer interaction. Other topics include: interface quality and methods of evaluation; interface design examples; dimensions of interface variability; dialogue genre; dialogue tools and techniques; user-centered design and task analysis; prototyping and the iterative design cycle; user interface implementation; prototyping tools and environments; I/O devices; basic computer graphics; color and sound.

Textbook:
M.B. Rosson and J.M. Carroll. *Usability Engineering: Scenario-Based Development of Human-Computer Interaction*, Morgan Kaufmann Publishers, 2002

Prerequisites:
CS 230 and CS 372 (CS 372 may be taken concurrently). It is the responsibility of the student to ensure that all prerequisites are met.

Grading:
- Group Project: 40%
- Midterm: 10%
- Final Exam: 30%
- Quizzes: 10% (one per week with your "worst" quiz mark ignored)
- "Show and Tell": 5% (a brief in-class discussion of a device/interface/book/website)
- Attendance/Participation: 5%

**Note: You must pass the final exam to pass the course
**Note: At the instructor's discretion, the final mark may be adjusted up to +/- 5%
Note: Attendance to all lectures/labs is strongly encouraged (Attendance sheets *may* be passed out and filled in-class/lab without notice). Based on the attendance record, the final mark *may be adjusted up to minus 10%* if missed lectures/labs equal or exceed ****6**. Some consideration *may* be given at the instructors discretion, health or other, etc.

Course Specifics:
A large portion of the course grade will go towards a group project. Groups will be assigned by the instructor and will be based on those enrolled in specific lab times as the lab will largely be devoted to project work. The emphasis of this class is on interface design. A thematic requirement of the project is open source software (such as OpenOffice, LyX, Nvu, KompoZer, Gimp, Audacity, etc). Each group will select an open source software project/application to evaluate and design interface improvements upon. For information concerning open source alternatives of various popular software applications, one website that *may* be useful is:

- http://www.osalt.com/ (Open Source as Alternative)

Please note that each group must receive instructor approval of the open source project/ application selection before proceeding with the group project.

The project will be completed in milestones. Due dates will be given in-class/lab. Portions of the group project are to be done individually and portions will be done in-group. Late milestone/ assignment/lab submissions will not be accepted. Partial marks will be given for incomplete submissions. However, it is important to note that each milestone will build off the other and if one milestone is incomplete or not completed, all proceeding milestones (and grades) will be affected. As such, all previous, incomplete milestones will need completion (and submission) before all proceeding milestones can be submitted. If you are unable to complete a project milestone/assignment due to health problems, a medical certificate is required before the project milestone will be accepted. For other rare and unusual circumstances, some consideration *may* be given at the discretion of the instructor.

All grades will be assigned according to the following grading scheme:

90-100: An outstanding performance.
80-89: Very good performance.
70-79: Above average performance.
60-69: A generally satisfactory and intellectually adequate performance.
50-59: A barely acceptable performance.
0-49: An unacceptable performance.

Web-CT (http://www.uregina.ca/webct/) will be used for all submissions (minus the midterm and final). Please keep a copy of all submitted and returned materials as a precaution. If you have any questions or complaints about marking, please attach a written description of your question or complaint to the front of your assignment and re-submit to your instructor for re-evaluation.

Discussion of course material and projects is encouraged. However, it must be limited to general discussions of ideas and concepts, examples provided in class, and examples from the textbook. Cheating (on exams or other) and the sharing of program code or other written documentation is not acceptable. Copying a project from someone else is plagiarism; knowingly allowing a project to be copied will be treated as plagiarism. **The consequence of plagiarism or any other cheating ranges from a zero grade on the project, to failure in the course, to expulsion from the university**. The Department Head of Computer Science and the Dean of your faculty will be informed of any such incident, as per University of Regina regulations. Refer to the Academic Misconduct regulations in the University of Regina General Calendar.