

Human Computer Communications Winter 2012 - CS305-001 / CS828-001

Lectures: ED 542, TR, 14:30-15:45
January 5 – April 10, inclusive

Instructor: Dr. Daryl Hepting
E-mail: hepting@cs.uregina.ca
Office: College West 308.22
Office hours: TBD
Telephone: 585-5210

CS305: No separate labs this semester.

Final Exam: Thursday, April 19, 14:00-17:00
Web site: <https://urcourses.uregina.ca/> (URcourses)

Calendar 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:

Usability Engineering: Scenario-based development of human-computer interaction by Mary Beth Rosson and John M. Carroll, Morgan Kaufmann, 2002.

Expectations:

This course is an introduction to the field of human-computer interaction (HCI). At its conclusion, you are expected to have: an understanding of the fundamental importance of designing software for humans; applied various tools and techniques in the design, development, and documentation of a user interface; and connected practical experience to the theory of HCI.

Attendance and participation in all aspects of the course are encouraged. Your attendance will indicate your agreement to be involved and to encourage the involvement of everyone in the class. There is no need to plagiarize: make sure to acknowledge the source of all material that is not your own. Individual assignments and exams must be done individually, and cheating will be subject to disciplinary action.

Communication is in the course name, and communication between the instructor and students is essential to ensure a rewarding and enjoyable experience from this course. Please take the time to give feedback, anonymous or otherwise, about this course as it progresses.

Evaluation:

Individual assignments*:	30%
Project (group for CS305):	30%
Midterm exam:	10%
Final Exam:	20%
Participation:	10%
Research credit:	1 – 2% bonus for participating in departmental research (to be discussed).

*these will be different for CS305 and CS828

You **must** pass the final exam to pass the course.

The following tentative schedule connects class lectures, activities, and project portions. There will also be individual assignments before and during the project.

<i>Week (R, T)</i>	<i>Class</i>	<i>Activity</i>	<i>Project</i>
1 (Jan 5, 10)	Critiques	Stroop Effect	
2 (Jan 12, 17)	Evaluation (Analytical) Chap. 7	Walkthrough	
3 (Jan 19, 24)	Evaluation (Empirical) Chap. 7	GOMS	
4 (Jan 26, 31)	Usability Engineering Chap. 1	Card sorting I	
5 (Feb 2, 7)	Scenarios, Chap. 1	Card sorting II	
6 (Feb 9, 14)	Midterm, Requirements Chap. 2	Problem scenarios	Requirements
7 (Feb 16, 28)	Requirements Chap. 2	Requirements	Requirements
8 (Mar 1, 6)	Activity Scenarios Chap. 3	Mental Models	Activity
9 (Mar 8, 13)	Activity Scenarios Chap. 3	Activity Scenarios	Activity
10 (Mar 15, 20)	Information Scenarios Chap 4.	Fitt's Law	Information & Interaction
11 (Mar 22, 27)	Interaction Scenarios Chap 5.	Information Scenarios	Information & Interaction
12 (Mar 29, Apr 3)	Scenario Machines Chap 6.	Interaction Scenarios	Scenario Machine
13 (Apr 8, 10)	Presentations, Review	Scenario Machines	Scenario Machine