

Human Computer Communications **Fall 2019 – CS428-001/CS828-001**

Meetings: ED 106.2, TR, 16:00-17:15
September 5 – December 5, inclusive

Instructor: Dr. Daryl Hepting
E-mail: hepting@cs.uregina.ca
Office: College West 308.22
Office Hours: M: 10:30-12:00, W: 13:00-14:30
Telephone: 306-585-5210

Final Exam: December 19, 14:00-17:00
Web Site: <https://urcourses.uregina.ca/course/view.php?id=2084> (URcourses)
<http://www2.cs.uregina.ca/~hepting/teaching/CS-428+828/201930/>

Promises:

“In short, it seems worthwhile to avoid argument with (other) enthusiasts for artificial intelligence by conceding dominance in the distant future of cerebration to machines alone. There will nevertheless be a fairly long interim during which the main intellectual advances will be made by men and computers working together in intimate association. A multidisciplinary study group, examining future research and development problems of the Air Force, estimated that it would be 1980 before developments in artificial intelligence make it possible for machines alone to do much thinking or problem solving of military significance. That would leave, say, five years to develop [hu]man-computer symbiosis and 15 years to use it. The 15 may be 10 or 500, but those years should be intellectually the most creative and exciting in the history of mankind.”

-- J. C. R. Licklider (head of DARPA), 1960

We are now living in those *most creative and exciting years in the history of mankind* and this class will help you to engage in them fully.

You will come to know, through doing, that design is hard (yet worthwhile!): you need to start somewhere, to jump in and get your hands dirty, to begin without judgment and respond with reflection. You will glimpse what is exciting, empowering, and important about interaction design. You will gain sensitivity to the impacts of interaction design on real people. You will see the necessity of a multidisciplinary perspective. You will think critically, creatively, and computationally about designs and design problems using the foundational concepts of this discipline.

Ways to Fulfill the Promises:

1. Preparing:

- Reading the textbook: *Interaction Design: Beyond Human-Computer Interaction* by Helen Sharp, Yvonne Rogers, and, Jenny Preece, Wiley, 5th Edition, 2019
- Discovering and exploring online resources (that may include):
 - <http://www.id-book.com>
 - <http://interactions.acm.org/>
 - <http://www.cooper.com/journal/>
 - <http://www.amanda.com/ama-blog/>
 - <http://designthinking.ideo.com/>
 - <http://patterns.ideo.com/>
 - <http://www.nngroup.com/articles/>
 - <http://www.jnd.org/dn.pubs.html>
 - <http://interaction-design.org/>
 - <http://www.ted.com/talks>
- Reflecting on what you've read

2. Participating:

- Attending and being involved in class (I won't take attendance, but please ensure that I know who you are, for positive reasons)
- Taking ownership of your learning in the class by contributing questions for exams
- Commenting on the work of others

3. Writing:

- Exploring themes raised in class discussions

4. Designing:

- Practicing what we discuss in class by *doing* a project, split into parts: establishing requirements, designing alternatives, prototyping, and evaluating

Understanding the Nature and Progress of Your Learning and Thinking:

Evaluation of designs may be formative and summative. The same is true about evaluations of your learning and thinking in this class.

- assignments and activities will be opportunities to work with concepts from the course.
- your project (done in stages) will present opportunities for you to receive qualitative feedback and iteratively improve your work.
- the midterm exam is also a kind of formative evaluation, even though you won't have a chance to resubmit it after receiving comments.
- the final exam will provide a summative evaluation of your learning and thinking in the class. You *must* pass the final to pass the class. If you don't pass the final

exam, you will receive a grade of 40 for the class. I do this because in a semester that involves collaborative work, the final exam gives me a chance to see what you have learned over the semester.

To ensure that the exams are fair assessments of your progress towards the learning objectives of the class, I ask your help in designing them.

Evaluation:

Individual assignments:	30%
Project:	30%
Midterm exam:	10%
Final exam:	25%
Participation:	5%
Instructor's discretion:	+/- 5%
Research credit:	1-2% bonus

Important Dates:

- 17 September 2019: add/drop date
- 01 October 2019: 50% tuition refund date
- 15 November 2019: last day to withdraw

The Student Success Office will be contacted if any of your formative evaluations, discussed above, are poor.

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 *all* instances cheating will be subject to disciplinary action.