**UNIVERSITY OF REGINA**
**DEPARTMENT OF COMPUTER SCIENCE**

## CS 730 – Human-Computer Interaction Fundamentals: Winter 2022

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| **Instructor:** | Daryl Hepting |
| **Format:** | Online |
| **Lecture:** | Tuesday and Thursday, 13:00 – 14:15 UTC -0600 |
| **Office Hours:** | Tuesday and Thursday, 10:00 – 12:00, 14:30 - 15:30 UTC -0600 |

**Calendar Description**
Theory related to the design of usable software. Topics include contexts for human computer interaction, foundations of usability, cognitive models, perceptual models, social models, physical capabilities, accessibility, interface standards, user experience, principles of good design.

**Course Objectives**
- To understand the reasons for prioritizing interface design
- To learn about the ways computers can present and receive information
- To learn how humans interpret information and form intentions
- To understand the standard interfaces for common platforms
- To understand when alternative interfaces are appropriate

**Textbook or Reference Material**
Helen Sharp, Jennifer Preece, Yvonne Rogers, Interaction Design: Beyond Human-Computer Interaction, 5th Edition. John Wiley & Sons, Bridgewater, NJ, 2019. (Chapters 1-6)
http://www.id-book.com

Norman, D. A. (2013). The Design of Everyday Things: Revised and Expanded. New York: Basic Books. London: MIT Press (UK edition)

R. Spielman, W. Jenkins, M. Lovett. Psychology 2e
https://openstax.org/details/books/psychology-2e (select chapters)

Interaction Design Foundation, The Encyclopedia of Human-Computer Interaction, 2nd Edition.
https://www.interaction-design.org/literature/book/the-encyclopedia-of-human-computer-interaction-2nd-ed (select chapters)

**Evaluation Methods**

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| Assignments | 25% |
| Midterm exam | 15% |
| Final exam | 50% |
| Participation | 10% |

Students must pass the final exam to pass this course.

**Academic Integrity**

Academic integrity requires students be honest. Assignments and exams are to help students learn; grades show how fully this goal is attained. Thus, all work and grades should result from a student's own understanding and effort.

Acts of academic misconduct violate academic integrity, and are considered serious offences by the University. Examples include, but are not limited to, cheating on tests or exams, plagiarizing, copying from others, submitting the work of others as your own, etc. Instances of academic misconduct will be reported to the Associate Dean in FGSR for investigation. More details are provided on the FGSR website:
https://www.uregina.ca/gradstudies/current-students/academic-integrity/index.html

**Accommodations**

Students in this course who may have need for specialized accommodations, should contact the Centre for Student Accessibility (Riddell Centre 229, 306-585-4631), and must discuss their accommodation letter with their Instructor before any accommodations will be granted.

**Additional Information**

In order to be successful in this course, students must spend a significant amount of time outside of the class reading and preparing for lectures, working on assignments, and studying for exams. This single course is considered half of a full-time load in the Human-Centred Computing graduate program. As such, you are expected to be spending half of your time on this course (15 – 20 hours per week). As the lectures only take about three hours per week, the rest of the time is to be used to prepare in advance of the lectures, to review what you've learned after the lectures, to work on the assignments, and to study for the exam.

**Grades**

All grades will be assigned according to the Graduate Calendar Grading System

> 95-100: An exceptional performance.
> 90-94: An outstanding performance.
> 85-89: An excellent performance.
> 80-84: A very good performance.
> 75-79: A good or satisfactory performance.
> 70-74: A minimally acceptable performance or marginal pass.
> 0-69: An unacceptable or failing performance.