Important Information

Meets: Monday, 4:30-7:00pm, in Academic IV-B, room 015

Professor: Dr. Wayne Lutters
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Office Hours: Mon, 7:00-8:00pm; Tue & Thu, 5:15-6:00pm; online and by appointment

Website: http://blackboard.umbc.edu/

Texts: Preece, Jennifer, Yvonne Rogers, and Helen Sharp. (2002). *Interaction Design: Beyond Human-Computer Interaction.* John Wiley & Sons.

                Norman, Donald A. (2002). *The Design of Everyday Things.* Basic Books.

Supplement: The ACM digital library of CHI proceedings (http://www.acm.org/dl)

Course Policies

OFFICE HOURS
Students are encouraged to take advantage of office hours. While I have arranged my official hours to best support the evening class session, I can usually meet at many other times of the week. (Please request an appointment via e-mail to ensure that I will be available.)

Students are welcome to raise any issues dealing with the course or their studies, however, as a policy I do not reiterate lecture material from classes which you have missed. It is best to download the lecture slides and check with your fellow classmates to cover absences.

CLASSROOM CONDUCT
Regular attendance is expected, but not required. Do note, however, that active participation in class discussion, exercises, and the research panels is a sizeable portion of your final course grade.

If arriving late to class, please be courteous to your fellow students and instructor. Disruptive behavior cannot be tolerated. This also includes cell phones and pagers, which must be turned off for the duration of the class.

ACADEMIC CONDUCT
By enrolling in this course, each student assumes the responsibilities of an active participant in UMBC's scholarly community in which everyone's academic work and behavior are held to the highest standards of honesty and integrity. Acts of academic misconduct, as defined below, will result in disciplinary action that may include failure of the course, suspension, or dismissal. (Please consult the UMBC Student Handbook for the full policy.)

- **Cheating:** Knowingly using or attempting to use unauthorized material, information, or study aids in any academic exercise.

- **Fabrication:** Intentional and unauthorized falsification or invention of any information or citation in an academic exercise.

- **Facilitation:** Knowingly helping or attempting to help another commit an act of academic dishonesty.

- **Plagiarism:** Knowingly representing the words or ideas of another as one's own in any academic exercise, including works of art and computer-generated information/images.

Grading Policies

GRADING STANDARDS
The University's Graduate Catalog states that grades of "A", "B", and "C" are passing and grades of "D" and "F" indicate failure. There is specifically no mention of any numerical scores associated with these letter grades. Consequently, there are no pre-defined numerical boundaries that determine final letter grades. These boundaries can only be defined at the end of the semester after all scores have been earned. At that point, boundaries for final letter grades can be defined such that they conform to the University's and IFSM's official guidelines. This means that it is not appropriate to assume that a given numerical score corresponds to a particular letter grade. It is also important to understand that final letter grades reflect academic achievement and not effort.

LATE WORK
Assignments are due at the beginning of class or as indicated. Late assignments will not be accepted.

GRADING DETAILS
Your course grade will depend upon your performance on a diversity of graded assignments, highlighted below. There are 100 possible points to be earned in the course, with approximate percentage breakdowns as follows: (specific point values for each assignment will be announced and listed in the Blackboard grade book.)

Assignment	%
• Research panel [1x MS, 2x Ph.D.] - Précis - Presentation & discussion	15%
• Artifact evaluation	10%
• Website evaluation	15%
• Usability assessment plan	15%
• Cumulative final exam	20%
• Class exercises and activities	15%
• Class participation	10%

Course Assignments

RESEARCH PANEL
The weekly research panel will provide topical exposure to contemporary HCI research. Each student is expected to prepare material for the panel (MS 1 topic, Ph.D. 2 topics) which includes the following activities:

1.) Select an appropriate research article (ACM online CHI, or related, *conference* paper published since 1998)
2.) Clear it with the instructor a minimum of one week in advance
3.) Read and critique the article
4.) Write a précis (detailed below)
5.) Submit your précis to the instructor by Thursday who will post it on Blackboard for the class
6.) Co-lead the class discussion (and online follow-up) on this HCI research topic

Précis: The précis is a tight summary of your research article. It should consist of three sections, with a combined maximum limit of 500 words. (The word count is important. Brevity in writing is not an easy skill to master.)

- Summary: *What is the central argument of this article? What are the key details of the study? What are the important findings/results? Why does it matter?* [up to 300 words]
- Strengths: *What are the critical strengths of this study?* [up to 100 words]
- Limitations: *What are the important limitations/biases/omissions of this study?* [up to 100 words]

ARTIFACT EVALUATION
You will select and evaluate the usability of an "everyday" artifact, as per Norman. A brief paper will summarize your findings.[Details in handout.]

WEBSITE EVALUATION & REDESIGN
You will conduct a field study of user behavior, within a constrained task set, on a particular website. You will identify usability problems, examine them, and suggest improvements via a written report. [Details in handout.]

USABILITY ASSESSMENT PLAN
As the final integrative assignment for this course, you will write a usability assessment plan. The following general activities are part of this process: [Details in handout.]

1.) Identify a real-world usability problem in an area of interest
2.) Research the problem in the HCI literature
3.) Design an appropriate evaluation plan using relevant methodologies and models
4.) Concretize the evaluation plan into a detailed action plan

While the paper will be due at the final exam, there will be a topic review three weeks prior.

FINAL EXAM
There will be a cumulative final exam during the scheduled exam period.

CLASS EXERCISES AND ACTIVITIES
During the course of the semester there will be a number of small exercises, both in-class and take home, which will be evaluated. Examples of these include participation in a usability study and design of a personal website.

CLASS PARTICIPATION
Every student is expected to have completed the assigned reading (primary and secondary textbook chapters, research panel précis and articles) prior to class and actively participate in class discussion. (Contributions to the weekly research panel discussions are especially noted.) Discussion board forums will be provided on Blackboard for ongoing discussion of the textbooks chapters and research panel articles. Participation is noted here as well.

BLACKBOARD
This course will rely heavily on its Blackboard website for discussions, posting announcements, archiving lecture notes, distributing research panel précis and articles, online gradebook, etc. All students must enroll after the first class (instructions below) and check-in regularly. It is assumed that students will visit at least twice a week.

OIT instructions for registering for the IFSM 629 Blackboard 5 course website:

1.) Go to http://blackboard.umbc.edu
2.) When you press the "login" button, you will receive a UMBC "WebAuth" login prompt. Simply use your usual UMBC "kerberos" userid & password. You will then be redirected to your course or to the MyBlackoard screen that lists your available courses.
3.) If you have not enrolled in the online course before, click on the "course" button. Then click on "Browse Course Catalog".
4.) Type in a keyword for your course in the text box. For example, if you are taking an English course, type in ENGL. Click on "Go".
5.) Find your course site and click on the "Enroll" button on the far right side of the window. Click on "Submit", and "OK", when prompted to do so.

Tentative Schedule

Following is a tentative schedule of lecture topics, readings, research panels, activities, and assignment due dates. The instructor reserves the right to adjust this schedule for any reason, given fair advanced notice both in class and on the Blackboard announcements page. In addition, the most current schedule will always be available under "Course Information." Please check Blackboard frequently to ensure that your information is up-to-date. (Bold=**primary** reading, italics=*secondary*, N=Norman, P=Preece-Rogers-Sharp).

Date	Lecture Topic	Read	Research Panel	Presenters	In-Class Activity	Assignments Due
1/27	Course overview, the nature of design, introduction to HCI					
2/3	Why good design matters…	**N1**, *P1*			*"Is that a good idea?" - Design evaluation*	• Activate blackboard • Personal webpage
2/10	Understanding the human	**P3**, *N2 &N5*	Innovative I/O	Ballor	*Perception & illusions*	• Artifact evaluation
2/17	Understanding the computer		Haptic I/O & tangible media	Hostler, Sparzak	*von Neumann simulation*	
2/24	Understanding the interaction	**P2**, *N6-7*	Biometrics, biofeedback, eye tracking	Weinig, Kessel	*"Beyond WIMP" - future metaphor brainstorming*	
3/3	Interaction Design	**P6-7**	Handwriting/gesture recognition	Irani	*Cell phone redesign*	
3/10	Evaluation	**P10-11**	Speech recognition	Queen, Zheng	*Usability lab design competition*	
3/17	Observation	**P12**	Multimedia	Stanziola,	*Novice user UI stage show (observation exercise)*	
3/24	**No class** *(Spring Break)*					
3/31	Interviews, questionnaires, inspections and walkthroughs	**P13**	Virtual reality, immersive environments	Holden	*Focus group on ACM-DL website usability*	• Website evaluation
4/7 CHI	Prototyping, contextual & participatory design	**P8-9**	Wearable computing, augmented reality	Ademola, Hostler	*Paper prototyping, user testing & heuristic eval*	• Questionnaire review *(Pew Internet Life)*
4/14	Testing & modeling	**P14**	Agents, critics & recommenders	White, Weller	*IM study "in-progress report" & ISRC lab tour*	
4/21	User experience and assistance	**P5**, *N3-4*	CMC	Rapaka, Harvey	*Highlights from field evaluations*	
4/28	Special populations, accessibility, and cross cultural design (GL)		Special populations	Banthanavasi	*Accessibility design challenge*	• UAP topic proposal
5/5	Computer-Mediated Communication & Computer-Supported Coop. Work	**P4**	CSCW	White, Hou	*IM & Cross Cultural web lab studies updates*	
5/12	Mobile and ubiquitous computing	**P15**	UbiComp & Mobile systems	Baveja	*Norman retrospective & debate*	
5/19	**Final exam** (4:00-5:30pm)					• UAP paper • Exam