



## SYLLABUS

### 2. COURSE LEARNING OUTCOMES AND LINKAGES TO PROGRAM LEARNING OUTCOMES

At the conclusion of the CS 374 course, students should be able to:

- Explain the difference between good and bad design;
- Know how to take into account user's needs in interaction design;
- Describe what is involved in the process of interaction design;
- Be familiar a number of interaction design techniques;
- Analyze and critique interfaces;
- Know how to evaluate the usability and effectiveness of various products — e.g., web sites, game consoles, mobile technologies, etc.
- Understand the role of theory and frameworks in HCI

### 3. CATALOG DESCRIPTION

Human Factors issues in the development of software, and the design of interfaces for interactive systems. Theories, models, usability studies and software engineering with user interface development environments. Issues include: command languages, menus, forms and direct manipulation, graphical user interfaces, computer supported cooperative work, information search and visualization, input/output devices. Prerequisite: CS 250.

### 4. COURSE DESCRIPTION

HCI is a multidisciplinary area focused on the design, evaluation, and application of usable, effective, and enjoyable technologies. Interaction design is a user-centered approach to HCI that takes the interactive character of technologies seriously. The aim of this course is to introduce you to the techniques, ideas, and models involved in designing and evaluating interactive technologies. This course consists of four main parts, as shown in the course schedule.

- **Part One:** Focuses on the most important fundamental aspect of HCI – the human. This part of the course delves into the theoretical and practical aspects of how humans physically and psychologically function in terms of interacting with technologies. We delve into basic human cognition, perception, and models of interaction between humans and computers.
- **Part Two:** Builds upon part one to explore the fundamentals of good, practical interface usability and how to collect usability data from stakeholders. Students will conduct a real-world usability observation experiment and present their findings to the class.
- **Part Three:** Explores interface evaluation methods and techniques and includes two hands-on student assignments that provide experience with cognitive walkthroughs and heuristic evaluations.

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- **Part Four:** Introduces students to key user-focused design methodologies such as scenario based design, user centered design, usage centered design, and variations such as semantic design.

### 5. TENTATIVE SCHEDULE

**Note:** Lecture schedule subject to change at the discretion of the instructor based on students' progress. Schedule is defined in the separate document "CS374\_2013\_Spring Schedule & Assignments." This document will be posted on eCollege, doc sharing folder.

### 6. GRADING

Grading will be based on the following table:

GRADING YOUR ACCOMPLISHMENTS:	GRADE SCALE:
Mid Term Exam ----- 35 points	A = 100% – 90%
Projects (3) -----45 points	B = 89% – 80%
Participation ----- 20 points	C = 79% – 70%
Total -----100 points	D = 69% – 60%

### 7. POLICIES

#### ***Late assignments***

Any assignment turned in after the due date deadline is considered late and will be graded accordingly. Class begins on time. ***Chronic tardiness will be viewed as absence from class.*** Regular attendance is expected and essential for your progress in this class. Although our textbook is excellent, the goal of the lecture and discussion is to provide the needed context to remove barriers to your understanding of the material.

#### ***Please refrain from eating in class***

No makeup exams will be granted in the event of an absence. If a student cannot attend a class in which an exam has been scheduled, the student must notify the instructor no later than the class prior to the scheduled exam. In the event of illness, a Doctor's note will be expected.

You are encouraged to work together; however, all graded material must be your own. You are also expected to have read and to abide by the "Student Rules of Conduct" which is available in your copy of Chaminade University's Student Handbook.

#### ***Policy on cell phones and music devices***

Music Devices and Cellular Phones: Unless specifically permitted by your instructor, the use of music devices and cell phones is prohibited during all Natural Science and Mathematics classes at



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Chaminade as it is discourteous and may lead to suspicion of academic misconduct. Students unable to comply will be asked to leave class.

ADA Accommodations: Students with special needs who meet criteria for the Americans with Disabilities Act (ADA) provisions must provide written documentation of the need for accommodations from the CUH Counseling Center (Dr. June Yasuhara, 735-4845) by the end of the third week of classes. Failure to provide written documentation will prevent your instructor from making necessary accommodations. Please refer any questions to the Dean of Students and review procedures at [www.chaminade.edu/student\\_life/sss/counseling\\_services.php](http://www.chaminade.edu/student_life/sss/counseling_services.php)