CMPS 4883/5443 Human Computer Interaction
Fall 2016 Course Syllabus

Instructor: Dr Catherine Stringfellow
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Email: catherine.stringfellow@mwsu.edu, but please email me from within D2L.
Web page: http://cs.mwsu.edu/~stringfe

Office Hours: MW 10am-11am, 1:30-3:30pm, F 10am-noon and TR 2:30-3:30pm

Course Description: This course investigates theory and practice in Human-Computer Interaction. It addresses the human, machine, algorithmic, social, aesthetic and economic constraints in designing interactive computer systems. Students will study the impact of human perception and cognition on user interface design and learn to use tools for building graphical user interfaces (GUIs). In addition, each student will design and implement a user interface.

Course Pre-requisites: CMPS 1063 or equivalent, or permission of instructor

Required Textbook: Designing the User Interface: Strategies for Effective Human-Computer Interaction, 6/E by Shneiderman, Plaisant, Cohen & Jacobs

A. EDUCATIONAL OUTCOMES
   Intended Educational Outcomes are:
   1) Students will be able to read and understand journal papers in the field of HCI
   2) Students will be able to design, implement and evaluate multimodal user interfaces
   3) Students will be aware of current developments in HCI

B. MAJOR TOPICS
   Major topics to be studied include:
   1) Concepts of universal design
   2) Human perception and cognition
   3) Assessing specific needs based on abilities of users and how to accommodate those needs
   4) Principles of user interface design
   5) Modeling users and tasks
   6) Designing and implementing graphical user interfaces (GUIs)
   7) Evaluating user interfaces
   8) Emerging interface technologies

C. INSTRUCTIONAL METHODS AND TECHNIQUES
   Instructional methods/techniques to be used will include:
   1) PowerPoints, reading assignments, audio and video files available on D2L or online (via hyperlinks)
   2) Worksheets, homework assignments & timed quizzes over the readings
   3) Three major projects – to be described in more detail in the assignment
   4) Class discussions
   6) Timed midterm and final exam 10/21/2016 and 12/10/2016.

D. MAJOR PROJECT ASSIGNMENTS FOR COURSE
   Assignments for students in the course to be submitted via D2L drop box:
   1) HCI journal papers assignment
   2) Analysis of existing user interfaces
   3) Design and implementation of a graphical user interface

E. EVALUATION
   Criteria for Success:
   1) Two Exams 20%
   2) Online Discussions/Homework/Quizzes 20%
   3) Web Usability Evaluation/Presentation Slides 20%
   3) Journal paper assignment 20%
   4) Graphical User Interface Implementation 20%
F. COURSE SCHEDULE
The course schedule is provided in another document available under course handouts in D2L.

G. COURSE POLICIES
Extra Credit
I may offer extra credit opportunities, but only if regular assignments are completed.

Late Work
Late work may be submitted within 48 hours of due date/time, but there will be a 10% penalty assessed.

Make Up Work/Tests
Students need a valid university excuse to make up work or tests. Refer to College Policies and Procedures Manual.

Computer Requirements
Taking this class requires you to have access to a computer (with Internet access) to complete and upload your assignments. It is your responsibility to have (or have access to) a working computer in this class. **Assignments are due by the due date posted, and personal computer technical difficulties will not be considered reason for the instructor to allow students extra time to submit assignments, tests, or discussion postings.** Online class material can be accessed from any computer in the world which is connected to the internet. Computers are available on campus in various areas of the buildings, as well as the Academic Success Center. Contact your instructor immediately upon having computer trouble. If you have technical difficulties in the course, there is also a student helpdesk available to you. The college cannot work directly on student computers due to both liability and resource limitations, however they are able to help you get connected to our online services. For help, log into D2L.

Policy on Testing Process
The Department of Computer Science has adopted the following policy related to testing.
- All bags, purses, electronics (turned off), books, etc. will be placed in the front of the room during exams, or in an area designated by the instructor.
- Unless otherwise announced by the instructor, nothing is allowed on the desk but pen/pencil/eraser and test papers.
- A student who leaves the room during an exam must turn in the test and will not be allowed to return.

H. UNIVERSITY POLICIES AND PROCEDURES

Academic Misconduct Policy & Procedures
Academic Dishonesty: Cheating, collusion, and plagiarism (the act of using source material of other persons, either published or unpublished, without following the accepted techniques of crediting, or the submission for credit of work not the individual’s to whom credit is given). The Department of Computer Science had adopted the following policy related to cheating (academic misconduct). The policy will be applied to all instances of cheating on assignments and exams as determined by the instructor of the course. (See below for link to MSU definitions.)
- 1st instance of cheating in a course: The student will be assigned a non-replaceable grade of zero for the assignment, project or exam. In addition, the student will receive a one letter grade reduction in course.
- 2nd instance of cheating in a course: The student will receive a grade of F in course & immediately be removed from course.
- All instances of cheating will be reported to the Department Chair and, in the case of graduate students, to the Department Graduate Coordinator.

Desire-to-Learn (D2L)
Extensive use of the MSU D2L program is a part of this course. Each student is expected to be familiar with this program as it provides a primary source of communication regarding assignments, examination materials, and general course information. You can log into D2L through the MSU Homepage. If you experience difficulties, please contact the technicians listed for the program or contact your instructor.

Policy on Concealed Handguns on Campus
Senate Bill 11 passed by the 84th Texas Legislature allows licensed handgun holders to carry concealed handguns on campus, effective August 1, 2016. Areas excluded from concealed carry are appropriately marked, in accordance with state law. For more information regarding campus carry, please refer to the University’s webpage at https://mwsu.edu/campus-carry/rules-policies. If you have questions or concerns, please contact MSU Chief of Police Patrick Coggins at patrick.coggins@mwsu.edu.

Refer to College Policies and Procedures Manual for all other policies.

I. IMPORTANT DATES
See http://mwsu.edu/Assets/documents/registrar/pdfs/Fall16Front.pdf for important dates.
## TENTATIVE ACADEMIC CALENDAR / SUGGESTIVE WORK PACE

Disclaimer: Changes in the course syllabus, procedures, assignments and schedule may be made at the discretion of the instructor.

<table>
<thead>
<tr>
<th>Week</th>
<th>Monday</th>
<th>Wednesday</th>
<th>Friday</th>
<th>Week’s Assgs</th>
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<tbody>
<tr>
<td>Aug 29</td>
<td>Course Info</td>
<td>Video – Paperback</td>
<td>Design for the Real World</td>
<td>Select HCI topic/papers</td>
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<td><em>What is HCI?</em></td>
<td>Computer</td>
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<td>9/12 Timeline 9/21</td>
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<tr>
<td>Sep 5</td>
<td>LABOR DAY NO CLASS</td>
<td><em>The Human</em></td>
<td>Quiz</td>
<td>Two Activities 9/14</td>
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<tr>
<td>Sep 12</td>
<td>Ch 1 Usability</td>
<td>Memory&amp;Design</td>
<td>Discussion on activities</td>
<td>Bibliography 9/28</td>
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<td></td>
<td>Ch 2 Universal Usability</td>
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<td>Literature Readings</td>
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<td>Sep 19</td>
<td>Ch 3 Guidelines</td>
<td>Ch 4 Design Process</td>
<td>Quiz</td>
<td>Summaries 10/2</td>
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<td>Sep 26</td>
<td>Video – Successful</td>
<td>Ch 5 Evaluation</td>
<td>Ch 12 Function vs</td>
<td>Summaries ppts 10/10 GUI Design 10/24</td>
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<td>Fashion</td>
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<td>Oct 3</td>
<td>Read Handout Dix 8.4</td>
<td>Quiz</td>
<td>C# tutorial</td>
<td>GUI impl. 10/28</td>
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<td>Oct 10</td>
<td>Summaries ppts slides</td>
<td>Summaries discussions</td>
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<td>Oct 17</td>
<td>Ch 7 Direct Manipulation</td>
<td>REVIEW</td>
<td>MIDTERM</td>
<td>UG GUI Impl Critiques 11/21</td>
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<td>Grad paper</td>
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<td>PowerPoint slides 11/21</td>
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<td>Oct 24</td>
<td>Ch 8 Menu Form-Fill-in</td>
<td>Ch 8 Dialog</td>
<td>Ch 9 Language</td>
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<td>Quiz</td>
<td>Hypertext: WWW</td>
<td>Ch 12 User Support</td>
<td>Web Eval Assignment 11/11</td>
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<td>Ch 13 QOS</td>
<td>Quiz</td>
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<td>Ubiquitous Computing</td>
<td>Ch 16 Info Viz</td>
<td>Grad Paper ppts due</td>
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<td>Grad Paper Discussions</td>
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<td>Grads Submit Paper to TurnItIn and D2L</td>
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<td>Due 12/5</td>
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<td>Grad Paper Discussions</td>
<td>Afterword Quiz</td>
<td>Future Discussions</td>
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