

Course Syllabus

HCI Design I • I300

Fall 2007 Lindley Hall 102 SECTION 18243

Eli Blevis & Kevin Makice, Instructors
Jason de Runa, Assistant Instructor

This course helps you build competence in the foundations of Human-Computer Interaction Design. Topics covered include Human-Computer Interaction, Human-Centered Design, Design, Interaction, Understanding Users, Design Methods, Usability and Evaluation, Prototyping, Collaboration Design, Observation Techniques, Interview Techniques, and other related issues.

The course closely follows the primary textbook:

Preece J., Rogers Y., and Sharp, H. (2007, 2nd Edition). *Interaction design: Beyond human-computer interaction*. John Wiley & Sons, Inc. New York, NY.

There will be short weekly assignments inspired by the 15 chapters of the text, a mid-term exam, and a final exam. Classes will meet at 11:15 on Tuesday and Thursday each week.

Generally, a new assignment will be set and discussed each Thursday. The class discussion will be very important to successful completion of the assignments, which will be posted to OnCourse only *after* they have been discussed in class. **Assignments will be due at midnight on the following Monday.** The discussion of the assignment will be followed by a brief lecture about the primary textbook material that will often be highly related to the things you need to know to do the assignments.

If time permits, Thursday classes will conclude with an enrichment activity such as a movie, discussion, or in-class activity. An example of a common in-class activity will be to play HCI/d Jeopardy in which you will be given an answer and asked to come up with questions that can lead to that answer.

On Tuesdays, several completed assignments will be subject to an in-class public critique. The critiqued assignments will be pre-selected, sometimes based on merit and sometimes completely at random. You are highly encouraged to contribute to the public discussion of these assignments, as this is one of the most valuable parts of the class. Many students in previous classes report that this is so. The use of public critique in pedagogy is central and common in design disciplines, even if it is uncommon in many of your other classes.

If time permits, Tuesday classes will conclude as well with an enrichment activity such as a movie, discussion, or in-class activity.



Timetable

week	date	remarks	assignment due	chapter
1	8.28 8.30	Defining the field		1
2	9.4 9.6	Understanding Interaction	#1	2
3	9.11 9.13	Understanding Users	#2	3
4	9.18 9.20	Collaboration	#3	4
5	9.25 9.27	Affect	#4	5
6	10.2 10.4	Methods	#5	6
7	10.9 10.11	Needs and Requirements	#6	7
8	10.16 10.18	Prototyping Mid-term exam		8
9	10.23 10.25	Human-Centered Design		9
10	10.30 11.1	Evaluation	#7	10
11	11.6 11.8	Frameworks	#8	11
12	11.13 11.15	Observations	#9	12
13	11.20 11.22	NO CLASSES (Thanksgiving)		13
14	11.27 11.29	Interviews & Behavioral Modeling	#10	14
15	12.4 12.6	Summary	#11	15
	12.11	Final exam (tentatively 5-7p)		

The weekly assignments will count for 40% of the grade. 10% of the grade will be given for attendance. 25% of the grade will be given for the midterm, and 25% for the final exam. If your grade on the final exam is higher than your grade on the midterm, the final exam grade will count for 50% of your grade and the midterm will not be counted.

PLEASE NOTE : This version of the syllabus is subject to revision.



Prerequisites	Permission of the Instructor.								
Instructors	Eli Blevis, Ph.D. EIGENMANN 939 eblevis@indiana.edu 812.360.3553 Kevin Makice EIGENMANN 915 kmakice@indiana.edu IM: kmakice								
Assistant Instructor	Jason de Runa EIGENMANN 915 jderuna@indiana.edu Office hours by appointment .								
Appointments	Please schedule an appointment by email. The instructors will also generally be available after class.								
Assignments	There will be 10 short assignments and 1 optional make-up assignment. Normally, each one will be no more than a few pages or slides in length. They are due by Midnight on Mondays according to the timetable above. Late assignments will NOT be accepted , except with a doctor's certificate. You may be asked to share your assignment work with the class for display and general discussion; public discourse and critique of individual design work is a normal practice of a design-oriented field like HCI/d.								
Grading	Grading is explained on the first page of this syllabus and summarized in the table below. <table> <tr> <td>Attendance</td> <td>10%</td> </tr> <tr> <td>Assignments</td> <td>40%</td> </tr> <tr> <td>Mid-term exam</td> <td>25%</td> </tr> <tr> <td>Final exam</td> <td>25%</td> </tr> </table> <p>Note that if your final exam grade is higher than your midterm grade, the final exam will count for 50% and the midterm grade will not be counted.</p>	Attendance	10%	Assignments	40%	Mid-term exam	25%	Final exam	25%
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Final exam	25%								
Magic Points	In order to encourage class participation, from time to time "Magic points" will be awarded for particularly insightful contributions to the class discussion. A "Magic point" is worth 1/5 th of a percentage point.								
Class Times	The class times are Tuesdays and Thursdays from 11:15 am until 12:30 pm. Attendance will be taken at 11:20. The lectures will start precisely at 11:20. If you are not present by 11:20, your attendance will not be recorded.								



Attendance

Attendance counts for 10% of the grade, according to the following chart. In order to facilitate attendance taking, you will be asked to sit in the same seat every class. At the second class 9.1.07, make sure you are sitting in a seat you will find comfortable for the duration of the course.

# of absences	attendance grade
Less than 2	10
Less than 3	9
Less than 4	7
Less than 5	5
Less than 8	2
8 or more	0

Feedback

We welcome your feedback about the course at any time. Please share your suggestions in person or by email as early as issues and ideas occur.

Communications

We will be using the OnCourse system for announcements and possibly assignment submissions. Details will be forthcoming. You will be expected to check OnCourse for announcements each week.

