CMSC 434 - Introduction to Human-Computer Interaction - Spring 2012

Instructor: Evan Golub (egolub@umd.edu)  Office and Office Hours: TBA on website
Class website: http://www.cs.umd.edu/class/spring2012/cmsc434-0101/

Student Goals Many! For example:
- know what is meant by "good design"
- know guidelines and models as well as how they can be applied to interface design
- know and have applied a variety of methods for involving the user in the design process
- have experienced building applications through various methods and systems
- know and have applied methods to evaluate interface quality
- have sufficient background to apply your training in future classes and industry

Grading
Homework 14% of term grade. There will be four homework assignments (3%, 3%, 4%, 4%) during the term. These are individual assignments so you may not discuss them with other students or receive outside help from anyone other than the instructor.

Projects 40% of term grade. There will be four projects (9%, 14%, 10%, 7%) during the term. Projects will be done in groups of 3 or 4 students. These teams will be determined by the beginning of the second week of class.

Exams 40% of term grade. There will a midterm and a final (20%, 20%). The scheduled dates for these are March 8th and May 17th). The final exam might have some material that was covered earlier in the term. Details will be given in class.

Class Participation 6% of term grade. Various in-class elements will contribute to this portion of the grade. This will include specific activities as well as overall interaction.

Readings
Required: Designing the User Interface: Strategies for Effective Human-Computer Interaction, 5th Edition
Shneiderman/Plaisant/et.al. [Addison-Wesley], 2009.
Recommended and other required: See the reading list page at the class web site.

Overview of Anticipated Topics
What is Human-Computer Interaction?
How do Psychopathology and Psychopathology impact design?
How do Task Centered Design and User Centered Design differ and why are both important?
How do we perform Evaluation and Qualitative Studies on interfaces and systems?
What are some key elements of Design Psychology?
What are the different Representations that can be used for data?
What are some key tools when Designing Visual Interfaces (Grids, Standards, Style Guides, etc)?
What design issues does the Web introduce?
How do we perform Heuristic Evaluations?
How can we make good Time Predictions for task completion?
What design issues does Mobile Design introduce?
Late Policy
Homework will not be accepted late without penalty without a valid medical excuse. Since you are given an extended period of time in which to work on a given assignment, the medical excuse will need to cover an extended period of time as well. A letter from your physician with his/her phone number and the specific dates for which you were incapacitated will be required at a minimum. Even with a valid excuse, you will still be expected to hand in the assignment promptly; you will be given what I feel is an appropriate amount of time. If you miss an exam, you will also need a valid medical excuse as described above and will need to bring me this documentation at the next class session.

All assignments (paper and/or electronic parts) are due at the beginning of the class on the day that they are due. Late assignments will be penalized 20% if submitted up to 24 hours late, and 50% if submitted 24 to 48 hours late. Later work will not be accepted except as noted above.

Academic Honesty
The four projects are group assignments, and each member of the group is expected to accurately represent their contribution. Any attempts to circumvent deadlines or rules will be considered incidents of academic dishonesty. Students may not discuss homework assignments with anyone other than the instructor unless otherwise specified within the homework description. In cases where a homework assignment involves interviewing potential users, details will be given in class as to how these users may be selected, and what can and can not be discussed with these users. Exams are individual works and a student may not look at another student's exam, or refer to any notes (unless exceptions are stated in advance), during the exam period. Any student violating any of these or general University academic honesty rules will be reported to judicial programs for a hearing and should expect to fail the course with an XF as a result.

Religious or University Absences
It is your responsibility to inform the instructor within the first two weeks of the semester of any intended absences for religious observances any time during the semester that will cause you to miss an exam or assignment due date. The same is true for any official University functions in which you are required to participate.