

Course Syllabus ICS 464 Human-Computer Interaction I

Spring 2021

*This Course is Completely Asynchronous

2020-2021 Catalog ICS 464 Human-Computer Interaction I (3) CRN 8913

Application of concepts and methodologies of human factors, psychology and software engineering to address ergonomic, cognitive, and social factors in the design and evaluation of human-computer systems.

Pre: (311 or EE 367) and 314, or consent.

Instructor

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Course Overview

This course offers an introduction to Human-Computer Interaction (HCI) in terms of a systematic, pragmatic, and process-oriented overview of User Experience Design (UXD).

Course Objectives

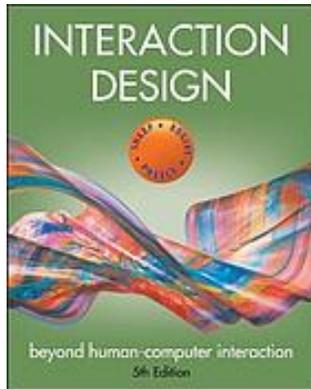
- . Students understand the underlying principles behind the design and evaluation of user interfaces, the interaction design process, computer prototyping, evaluation methodologies, and usability testing
- . Students gain hands-on experience designing a robust, platform independent computer application grounded in sound interaction design principles
- . Students gain proficiency with the principles, guidelines and languages specification for user interface design
- . Students gain hands-on experience with tool kits and libraries of standard graphical user interface objects

Learning Outcomes

- . Learn how to analyze a real world problem and apply principles of interaction design to iteratively identify and optimize user interface design solutions
- . Learn how to design, implement, and evaluate a software-based solution to a specific problem while addressing all relevant interaction design requirements
- . Learn to participate effectively and efficiently as a member or leader of a team engaged in interaction design activities
- . Learn how to apply software development fundamentals to design a robust, platform independent, computer application

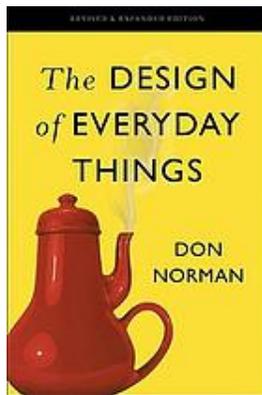
Textbooks

Two books are required for this class:



Interaction Design – Beyond Human-Computer Interaction

By: Helen Sharp; Jennifer Preece; Yvonne Rogers
Publisher: John Wiley & Sons P&T
5th Edition, 2019



The Design of Everyday Things: Revised and Expanded

By: Donald Norman
Publisher: Basic Books
Revised Edition, 2013

Textbook Procurement

I would recommend ordering your books as quickly as possible, if you do not have access the UHM campus bookstore; however:

- Until your books arrive, try the University of Hawai‘i at Mānoa libraries: <http://manoa.hawaii.edu/library/>
- Should you be unable to get a copy of a book at the University of Hawai‘i at Mānoa libraries, try the inter-library loans: <https://illiad.manoa.hawaii.edu/login/>
- Finally, for quick, serendipitous access at a library near you, try World Cat: <https://www.worldcat.org>

Course Delivery Modalities

- This course is asynchronous, and uses Lulima as a course management system
- The course is organized by weeks; each week begins on Monday, & ends on Friday
- All readings & writing assignments are posted on Lulima every week, on Friday
- All assignments are due on the following Friday
- All assignments must be submitted on Lulima

Grading

A student final letter grade is a measure of how well a student meets stated objectives in a particular class and reflects the following academic achievements standards:

“A” Excellent, “B” Superior, “C” Average, “D” Inferior, and “F” Failure.

Your cumulative score over the following 5 class assessments categories will determine your final grade as indicated in the table below. * **Note** that the exact points & associated final grade percentage for assessment categories may change as the semester unfolds.

| <i>Graded Items</i> | <i>Points</i> | <i>Final Grade Percentage</i> |
|-------------------------|-------------------|-------------------------------|
| 1. Class Participation | 5 Points | 5% |
| 2. Midterm Exam | 25 Points | 25% |
| 3. Design Project | 25 Points | 25% |
| 4. Writings on Readings | 15 Points | 15% |
| 5. Final Exam | 30 Points | 30% |
| Total | 100 Points | 100% |

All grade scores will be allocated as follow:

| | | |
|-------|----|--------|
| ≥ 98% | A+ | ≤ 100% |
| ≥ 90% | A | < 98% |
| ≥ 88% | B+ | < 90% |
| ≥ 80% | B | < 88% |
| ≥ 78% | C+ | < 80% |
| ≥ 70% | C: | < 78% |
| ≥ 68% | D+ | < 70% |
| ≥ 60% | D: | < 68% |
| ≥ 0% | F | < 60% |

Late Assignments

There is a 24 hours grace period to submit late assignments. All late assignments incur a 25% points deduction. After 24 hours, late assignments are no longer accepted and automatically receive a grade of zero * **Note:** No exceptions to this policy short of a duly documented medical emergency.

Writings on Readings

Reading and writings assignments are announced at the end of each week, Friday, and are due at the end of the following week, by 11:59 p.m. Friday – submission deadline.

For each reading, typically a textbook or book chapter, you are required to write a detailed summary focusing on the key points of all assigned reading's sections.

Grading *Writings on Readings* assignments will assess the extent to which it appears that you have read and suitably summarized the readings, and the extent to which you are able

to **clearly communicate your understanding of the readings in writing** – without spelling or grammatical mistakes.

Discussion Postings

As a follow up to the reading assignments for the week you are expected, to review at least 3 other students' readings summaries posted under the readings forums conversations and to share your reaction to particular points of interest to you in the readings summaries you chose to review.

Grading Class Participation will assess the extent to which your weekly contributions appear to enrich the class discourse on the readings' discussions forums, and the projects discussion forums.

Design Project

All project assignments will be team driven, and must leverage inter-disciplinary expertise within each team. All teams will involve 4 to 5 students. The exact modalities of the design project and delivery will be discussed in detail during the semester.

Grading *Design Projects* will assess each student contribution to the team effort by evaluating the extent to which each student in the team:

- Strategically engaged in the process of participation, involving stakeholders in creative discussion and ideation sessions, in an effort to gain perspective on possible design solutions.
- Actively engaged in the process of probing the design problem's constraints and possibilities, in an effort to reach an optimal design solution stemming from a well-grounded rationale
- Diligently employed all appropriate interaction design methods and techniques, in a collaborative effort to solve the design problem and reach an optimal design solution implemented in software.

Midterm & Final Exams

- Both Midterm and Final exam are **cumulative** exam
- Both Midterm and Final exams are administered on Lulima.

Code of Ethics

All instances of academic dishonesty in the completion of any exam or assignment will result in a grade of 0 – and the inclusion of a memo describing the incident in your ICS department file

Important Deadlines

Please note the following important deadlines:

- 01/19/2021 Last day to register
- 02/03/2021 Last day to receive 100% tuition refund
- 02/03/2021 Last day to drop without a "W" grade
- 02/03/2021 Last day to receive 50% tuition refund
- 03/029/2021 Last day to drop with a "W" grade

E-mail Policy

To ensure a timely response to your e-mail, please observe the following requirements in e-mailing either your instructor or the teaching assistant:

- All e-mail **must** be sent from your UH e-mail account. The subject of your e-mail **must** contain the course number “ICS 464” followed by the specific subject you intend to discuss in your email. For all assignments questions, including grading, please e-mail the teaching assistant at nazbizar@hawaii.edu. For questions about midterm or final exams or to address personal issues, please e-mail the instructor at lepape@hawaii.edu

Failure to follow requirements outlined above may result in your e-mail being mistakenly identified as spam and deleted.

- General questions **must** be posted on Lulima to ensure that all students benefit from both the question and the answer.

Notes and Disclaimers

Please note that this syllabus may evolve as the semester unfolds, and that all and any information therein is subject to change. Notification of change will be sent to students.