CS 5317 Human Computer Interaction  
Fall 2009  

Course Calendar

Week 1

August 24    Paradigms for Interaction  
Read:  Ch. 4

August 26    Socio-organizational issues and stakeholder requirements  
Read:  Ch. 13

Week 2

August 31    Models of interaction  
Read:  Ch. 3

September 2   Task Analysis  
Read:  Ch. 15  
Do:  Hierarchical task analysis (HTA)

Week 3

September 7   Labor Day (no class)

September 9   Design  
Read:  Ch. 5  
Due:  Project assignment 1: Task analysis  
Do:  Design exercise  
Discuss:  Relationship between modality and human interaction capabilities

Week 4

September 14   Iterative design and prototyping  
Read:  Ch. 6.4  
Do:  Read “PICTIVE” paper in class  
Do:  PICTIVE example

September 16   Evaluation: Heuristic Evaluation  
Read:  Ch. 9.1-9.3, heuristic evaluation handout  
Do:  In-class heuristic evaluation
Week 5

September 21  Cognitive Models
  Read:  Ch 12
  Do:  Cognitive-model exercise
  Do:  Demos
  Due:  Project Assignment 2: Prototype version 1

September 23  Cognitive walkthrough
  Read:  Cognitive-walkthrough hand-out

Week 6

September 28  Midterm 1

September 30  The human
  Do:  Review midterm
  Do:  Heuristic evaluation session

Week 7

October 5  The machine interactor
  Read:  Ch. 2

October 7  Design rules
  Read:  Ch. 7
  Due:  Project Assignment 3: Analytical Evaluation
  Do:  Design exercise

Week 8

October 12  Universal design
  Read:  Ch. 10
  Do:  Lecture: Human error

October 14  Writing a research paper
  Due:  Draft topic for research paper
  Do:  Discuss research paper topics

Week 9

October 19  Metaphor
  Read:  Introduction
  Due:  Project assignment 4: Prototype version 2
  Demo:  Prototype 2
  Do:  Metaphor exercise
October 21  Empirical methods
  Read:  Ch 9.4 - 9.6
  Do:    Example usability test and analysis (1)

Week 10

October 26  Example usability test and analysis (2)

October 28  Help and Documentation
  Read:  Handout (Novick, Andrade & Bean, 2009; Andrade, Bean & Novick, 2009)

Week 11

November 2  Usability over time
  Read:  Handout (Mendoza & Novick, 2005)
  Due:   Project assignment 5: Usability tests of own prototype
  Do:    Discuss results of usability tests

November 4  Participatory design
  Read:  handout
  Do:    Critiques of and suggestions for PD in our projects

Week 12

November 9  Writing a research paper (2)
  Due:   Claim and outline
  Do:    Discuss research paper claims and outlines

November 11  Groupware
  Read:  Ch 19
  Due:   Project assignment 6: Usability tests of other’s prototype
  Do:    Discuss results of usability tests

Week 13

November 16  Review for midterm
  Do:    Read and discuss example of research paper

November 18  Midterm 2

Week 14

November 23  Communication and collaboration models
  Read:  Ch. 14
  Do:    Review Midterm 2
November 25  How to give a talk
    Lecture: How to give a talk
    Do: Work on research paper topics

Week 15

November 30  Envisioning
    Lecture: Futures workshops
    Do: Mini-workshop on the future of interfaces

December 1  Demo day
    Due: Project Assignment 7: Prototype Version 3
    Do: Demos

Final exam (Wednesday, December 9, 4:00 – 6:45 p.m.): Research presentations

DGN 11-25-09