

Special Topics in Computer Science:
User Interface Design, Implementation & Evaluation
CS 480 - Spring 2019

When: 1:20-2:50pm TTh
Where: Halsey 266

Instructor: Hannah Hillberg
Email: hillbergh@uwosh.edu
Office: Halsey 217
Office Hours: 3:00-4:30pm MW
3:00-5:00pm Th

Course Information (from catalog)

A topic of current interest in computer science will be investigated by faculty and qualified students. In addition to lectures by faculty, the students will be responsible for research and presentation of selected aspects of the topic. The course may be repeated for credit if the topic is different, and the student has the consent of department.

Course Topic

This course will be an introduction to Human-Computer Interaction (HCI) through learning how to design, implement and evaluate interactive application interfaces. The focus of the course is on developing a broad set of skills needed for user-centered design and development. These skills will be learned and applied in a group project, designing and implementing a novel user experience carefully tailored to an intended user group. Other HCI topics may be included as well.

Credits: This is a 3 credit course.

Prerequisites: Junior-level standing; A grade of C or better in CS 262

Course Website: UWO D2L (<http://www.uwosh.edu/D2L>)

You should check D2L on a regular basis - it will contain lecture notes, handouts, assignments, announcements, and grades. I'll do my best to let you know when something new and important comes up, but it is your responsibility to check the web site frequently for information that you might not get otherwise.

Required Text:

Design of Everyday Things: Revised and Expanded Edition, by Don Norman

Recommended Text:

Designed for Use (Second Edition), by Lukas Mathis

As recommended text (not required), any material you will be responsible for will be covered in class/other readings/resources. I recommend acquiring this text if you are a student that likes to a) read material for yourself b) have the material to reference in the future, and/or c) read/explore further (there's more in the book than we're likely to cover).

Project

You will have one semester-long group project to complete in this course. It can be a group project with teams of up to four. Guidelines for the project will be provided near the beginning of the semester.

Course Grading Policy

Your final grade for this course will be based on three components, namely preparing for and participating in class, the course project, and exams. Your overall numerical grade for the course will be computed as the weighted sum of the component grades using the following weights:

Component	Weight
Preparation and Participation	10%
Project (this will be further broken down)	60%
Exams (2)	30%

Your letter grade for the course will be computed as follows:

Numerical Score	Grade	Numerical Score	Grade
≥ 92	A	72-78	C
90-92	A-	70-72	C-
88-90	B+	68-70	D+
82-88	B	62-68	D
80-82	B-	60-62	D-
78-80	C+	< 60	F

While this overall grading scheme is fixed, I will be happy to discuss any issue you may have with individual grades. If you notice a mistake or have a question regarding a specific grade, please come and talk to me as soon as possible. Do not wait until the end of the semester to bring up grading issues.

Tentative Exam Dates:

- Exam 1 – Tuesday, March 19
- Exam 2 – Tuesday, May 14

Academic Dishonesty

Academic dishonesty of any kind will not be tolerated. All assignments and exams are to be completed individually (of course the project is to be completed as a group). While discussion of ideas and problems with fellow students is encouraged, all assignments and exams must be done individually. In certain circumstances, material from the instructor may be provided to eliminate tedious documentation or to provide a common framework for all students. All other contributions must be original. Online resources may be used to help you understand the material, but you may not copy online content nor can you "borrow" content from other students, past or present.

Any suspected academic dishonesty will be dealt with on a case-by-case basis. Any clarification of what does or does not constitute academic dishonesty must take place *before* you turn in questionable work. For clarification on what constitutes academic dishonesty, contact me or consult the printed policy in the [UWO Student Discipline Code, Chapter UWS 14.](#)

Accessibility

It is the University's policy to provide, on a flexible and individual basis, reasonable accommodations to students who have documented disabilities that may affect their ability to participate in course activities or to meet course requirements. Students with disabilities must be registered with Services for Students with Disabilities or Project Success and receive an Accommodation Recommendation form to receive accommodations. Services for Students with Disabilities is located in 125 Dempsey Hall.

It is also the policy and practice of UW Oshkosh to create inclusive learning environments. If there are aspects of the instruction or design of this course that result in barriers to your inclusion, please notify me as soon as possible. You are also welcome to contact Services for Students with Disabilities at 920-424-3100 or dean1@uwosh.edu. For more information, visit the Services for Students with Disabilities website at <http://www.uwosh.edu/deanofstudents/disability-services>.

Disclosure Statement

Students are advised to see the following URL for disclosures about essential consumer protection items required by the Students Right to Know Act of 1990: <https://uwosh.edu/financialaid/consumer-information/>

Course Outcomes

Upon successful completion of this course, you will be able to: (1) identify basic principles of design psychology and apply them to analyze software user interfaces and other designed products; (2) apply user- and task-centered design methods, including techniques and methods to elicit and represent user needs, create low fidelity design prototypes, and evaluate designs, both without and with users; (3) identify and apply common user interface design principles and patterns; (4) design and implement user interfaces for mobile applications; and (5) identify and explain key foundational concepts and theories in Human-Computer Interaction.