

# Syllabus

## CS-CGS 4352 // HCI 1 // SPRING 2021

CGS 4352.0w1 / CS 4352.0w1

### PROFESSOR CONTACT INFORMATION

<b>Name</b>	Erika Orrick
<b>Phone</b>	214-766-2556 (I am easiest to reach on Remind, however)
<b>Email</b>	<a href="mailto:erika.orrick@utdallas.edu">erika.orrick@utdallas.edu</a>
<b>Office Hours</b>	Monday 4–5pm / Wednesday 11am–12pm via MS Teams. I will be at my computer during this time and available to chat. Send me a message and I will set up an on-the-fly shared session for us to talk and screen share as needed. If these times do not work for you, appointment times are available on eLearning (via <a href="#">Calendly</a> ).
<b>Remind Code</b>	@cscgs4352

### COURSE INFORMATION

#### Course Modality

This course is only offered via the Online modality. All required interactions with the professor are asynchronous. Some real-time sessions will be offered on an optional basis.

#### Course Description

Methods and principles of human-computer interaction (HCI), user-centered design (UCD), and usability evaluation. Provides broad overview of HCI and how HCI informs UCD processes throughout product development lifecycle.

#### Student Learning Objectives/Outcomes

After completing this course, students should have accomplished the following course objectives:

- Be able to describe the basic user-centered design (UCD) process and how HCI, UCD, UX, and other common industry terms relate
- Describe various types of UX research and the appropriate situation for each
- Describe and perform UX analysis and synthesis tasks
- Describe and perform UX design tasks, including prototyping of various fidelities and types
- Describe and perform UX evaluation tasks

## INTRODUCTION

Human-Computer Interactions 1 is built around a semester-long group project designed to expose you to the basic end-to-end user experience research and design process. Because of the time available in a university semester, you will learn the overall lifecycle and basic processes from which most other design and research tools in use today are derived. The course is broken into topical modules that teach you this information as you need it for the project. By the time the semester is over, you will have been exposed to the entire lifecycle. Whether you go on to a career as in user experience, software engineering, or some other aspect of product or service development, you should take away from this class an understanding of why and how to keep the user present in the final design.

## HOW TO BE SUCCESSFUL IN THIS COURSE (AKA EXPECTATIONS)

This course is entirely online, and required interactions with the professor are asynchronous. If you have never taken an asynchronous course before, it may take some getting used to. You must proactively read/view all information provided via eLearning and email, and budget your time for watching lectures and completing other coursework within the required timeline.

Other things to keep in mind:

- Read your UT Dallas email. This is a requirement.
- Read all information posted on eLearning, including announcements and assignment updates, etc. Also a requirement. I try to provide information in more than one format to ensure you are aware of it, but eLearning is canonical.
- Take the initiative to solve your own problems. Make sure you've read the information I've provided before reaching out to me. UX requires self-reliance, brainstorming with peers, and thinking outside the box. That being said, if you really can't find the answer, I'm happy to help.
- Even though UX is more than making things "pretty," everything you turn in should still be clean, use good visual hierarchy, and be as free of spelling and grammar errors as is reasonable. We'll talk more about this near the beginning of the semester.
- Attend the live lectures if you can. We do a lot of Q&A there as well as exploring what people are interested in. These are optional, but we generally have fun.
- Subscribe to Remind. This is optional, but it is the quickest way to reach me.
- Pay attention to the submission requirements. I ask for specific file formats on each assignment for a reason. And put your name(s) on the actual assignment document(s) you turn in. Do not rely on eLearning to tell me who you are. These are both big pet peeves of mine.

## COURSE DELIVERY

### eLearning (Blackboard)

This course is delivered asynchronously via [eLearning](#), which must be accessed using your UT Dallas NetID account. In addition to visiting this site to view lectures, assignments, etc., you are responsible for being aware of any updates or announcements posted there.

For more details on eLearning-specific tools, please visit the [Student eLearning Tutorials](#) webpage for video demonstrations. If you have any questions about how something on eLearning works *and* you have already tried to find the answer using the resources provided, then make sure you ask me. I don't want your grade adversely affected by technology shortcomings. (See [Asynchronous Access for Spring 2021 FAQ](#) for more information.)

## Email

It is a requirement that you check your email during the semester as important information will be conveyed here. Please note that class correspondence will only be sent to or answered if it comes from your official UT Dallas email. No exceptions. *Please include the course number in your email* when you send me email (not just the name) since I am teaching multiple HCI courses this semester, two of which have the same name. Student emails will be answered within three working days under normal circumstances.

## Remind

I encourage all students to subscribe to the class Remind group. The code for our class is located at the top of the syllabus. I have enabled two-way communication in the app so that not only can I send out announcements, but you can send me messages directly via Remind. Go to the [Remind](#) website for more information on connecting to Remind so you can send and receive messages. I generally respond to questions sent via Remind within a couple of hours (if they are sent at a reasonable time of day). Remind does not replace reviewing your email and/or the Announcements on eLearning.

## Required Lectures

As stated above, this is officially an asynchronous-only course. Prerecorded lectures and other content for each topic listed in the academic calendar will be posted in eLearning. Each video is generally no more than 30 minutes, though I generally try to make them shorter in deference to the human attention span. Taken together, however, the lesson content will equal approximately the same number of minutes you would typically have "in class."

## Optional Real-Time Sessions

We will have some real-time sessions using MS Teams. These sessions will generally cover more hands-on, activity-focused topics to help you learn tools, processes, and/or technology that will help you on your projects. As we do not have an assigned class time that ensures everyone can attend, I will schedule the sessions at different times of the day or days of the week so everyone can attend at least one if they want. Occasionally, but not always, I may do two presentations on the same topic, one during the day and one in the evening, for instance. The recordings of each session will also be available on the eLearning site. I will announce each session at least a couple days in advance, but the schedule is subject to change at any time based on interest, technology availability, my day job, etc.

## TEXTBOOKS AND MATERIALS

There is no textbook in this class. Instead, required readings will be posted on eLearning in the associated topic.

I highly recommend you read the *Design of Everyday Things* by Don Norman if you have not already. There may be extra credit opportunities.

## TECHNICAL REQUIREMENTS

At a minimum, you must have access to the following:

- A modern web browser such as Chrome, Edge, Firefox
- A word processor and presentation software such as Microsoft Word and PowerPoint
- Screen capture software and/or a camera (cell phone camera is fine)
- Figma.com prototyping software

Optional items:

- A microphone and speakers or a headset for any optional interactive sessions
- Blackboard student app if you'd like to access the course from a cell phone

All students have access to Microsoft 365 through the university's site license. See [Resources for Students](#) for more information.

In addition to a confident level of computer and Internet literacy, certain minimum technical requirements must be met to enable a successful learning experience. Please review the important these requirements on the [Getting Started with eLearning](#) webpage.

## ASSIGNMENT OVERVIEWS

### Participation Grade (20% of total semester grade)

Your participation grade consists of assignments designed to encourage discussion and thought around user experience or contribute to the successful running of the course such as surveys, discussion boards, etc.

### Module Quizzes (20% of total semester grade)

There will be a series of 10-15 question quizzes to test your understanding of the information in the immediately preceding topic. These will generally be multiple choice, matching, etc. Module quizzes are generally available toward the end of the topic period.

### Semester Project (40% of total semester grade)

As stated in the introduction, the main focus of this class is a semester-long group project involving the evaluation of a site and then the redesign of a small portion of that site.

### Final Exam (20% of total semester grade)

The final exam will be a combination of multiple choice, multiple answer, and matching questions similar to the module quizzes and will cover the whole semester. It is open book/open note but not open classmate.

The final will be available for 3 days, and you may take it at any point during those days. Once you begin the

exam, however, you will only have 3 hours to complete it so plan to have any materials you might want to use close at hand.

## ACADEMIC CALENDAR

This course is composed of several topics and is designed to take you the entire semester to complete. Pay attention to due dates and don't wait until the last minute.

All required course content is facilitated through eLearning. Due dates are Sunday of the given week at the end of the day unless otherwise noted. The most up-to-date information will always be posted on eLearning. The timeframe below includes project work time during each section, including one or more real-time sessions.

WK	DATES	TOPIC(S)	DUE
1	1/19–1/24	Course overview	Interests survey Personal introduction GUI bloopers
2	1/25–1/31	HCI/UX Overview	Project Group Signup
3	2/1–2/7	User research	Discussion Board
4	2/8–2/14		Module Quiz <i>Project Plan*</i>
5	2/15–2/21	Analysis / Synthesis	Discussion Board <i>User/task matrix*</i>
6	2/22–2/28		
7	3/1–3/7		Module Quiz Discussion Board <i>Persona*</i>
8	3/8–3/14	Design	<i>Task analysis*</i>
9	3/15–3/21	<i>Spring Break</i>	
10	3/22–3/28		Discussion Board
11	3/29–4/4		Module Quiz <i>Heuristic evaluation*</i>
12	4/5–4/11	Evaluation	Discussion Board
13	4/12–4/18		
14	4/19–4/25		Module Quiz Discussion Board
15	4/26–5/2	“Real world” UX / Careers in UX	<i>Prototypes*</i> <i>Usability test protocol*</i>
16	5/3–5/8	Project work time	<i>Semester project*</i>
17	5/10–end		Final exam (must be taken 5/11–5/13)

*Order and timing of content may be adjusted once I get to know this particular class. All changes will be announced and posted on eLearning. You are responsible for knowing these changes.*

## GRADING POLICY

Grades will be based on the total number of points across the course, weighted by assignment type.

Assignments and exams will be scored as follows:

- 20% participation
- 20% quizzes
- 40% semester project
- 20% final exam

Standard grading scale applies, though if we find that our assignments and exams were unusually difficult, we may relax these criteria.

- |                  |                 |
|------------------|-----------------|
| ▪ A+ 97 or above | ▪ C+ 77-79      |
| ▪ A 94-97        | ▪ C 74-76       |
| ▪ A- 90-93       | ▪ C- 70-73      |
| ▪ B+ 87-89       | ▪ D+ 67-69      |
| ▪ B 84-86        | ▪ D 63-66       |
| ▪ B- 80-83       | ▪ D- 60-63      |
|                  | ▪ F 59 or below |

## EXTRA CREDIT

You will have the opportunity to earn up to 2 points of extra credit to add to your final grade. Each of the following will earn you 1 point. You may do 2 of the same thing or pick 2 of the 3.

- Attend *and participate in* the real-time lectures. You must show up in the chat logs asking or talking about a UX-related topic, not just socializing.
- Submit a useful UX resource, including a paragraph on why it is useful and how you would recommend using it with future classes. This could be software, a website, a book, etc.
- Submit a good or bad design example, including a paragraph on why it is a good or bad example and how you would recommend using it in future classes. For example, you could say what lecture topic you would use it with or how you would use it in a quiz or exam.

## COURSE & INSTRUCTOR POLICIES

IT IS HIGHLY RECOMMENDED that you subscribe to [Remind](#). I will use this forum to communicate details and updates. It is also the quickest way to reach me.

LATE WORK will be penalized 10% off the total possible score (not the score received) for each day late. After 3 days, it will not be accepted without a valid university-approved excuse.

You must include your NAME(S) on your actual assignment documents and follow all SUBMISSION GUIDELINES listed in assignment instructions. Violations after the first will be penalized 20% off the total

possible score. You will have two opportunities to submit all assignments in case you initially submit an incorrect format.

## **CLASS PARTICIPATION**

Regular class participation is expected regardless of course modality. Students who fail to participate in class regularly are inviting scholastic difficulty. A portion of the grade for this course is directly tied to your participation in this class. It also includes engaging in group or other activities during class that solicit your feedback on homework assignments, readings, or materials covered in the lectures. Class participation is documented by faculty. Successful participation is defined as consistently adhering to University requirements, as presented in this syllabus. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

## **CLASS RECORDINGS**

Students are expected to follow appropriate University policies and maintain the security of passwords used to access recorded lectures. Unless the Office of Student AccessAbility has approved the student to record the instruction, students are expressly prohibited from recording any part of this course. Recordings may not be published, reproduced, or shared with those not in the class, or uploaded to other online environments except to implement an approved Office of Student AccessAbility accommodation. Failure to comply with these University requirements is a violation of the Student Code of Conduct.

The instructor may record meetings of this course. Any recordings will be available to all students registered for this class as they are intended to supplement the classroom experience. Students are expected to follow appropriate University policies and maintain the security of passwords used to access recorded lectures. Unless the Office of Student AccessAbility has approved the student to record the instruction, students are expressly prohibited from recording any part of this course. Recordings may not be published, reproduced, or shared with those not in the class, or uploaded to other online environments except to implement an approved Office of Student AccessAbility accommodation. If the instructor or a UTD school/department/office plans any other uses for the recordings, consent of the students identifiable in the recordings is required prior to such use unless an exception is allowed by law. Failure to comply with these University requirements is a violation of the [Student Code of Conduct](#).

## **COVID-19 GUIDELINES AND RESOURCES**

The information contained in the following link lists the University's COVID-19 resources for students and instructors of record.

Please see the [UT Dallas Syllabus Policies](#).

## DISTANCE LEARNING STUDENT RESOURCES

Online students have access to resources, including the McDermott Library, Academic Advising, The Office of Student AccessAbility, and many others. Two of these resources are called out below. Please see the [eLearning Current Students](#) webpage for more information about these and other resources.

### Software

Students have access to many key software applications useful in this course through the university site license. Go to [eLearning Software](#) for more information.

### McDermott Library

Distance Learners (UTD students who live outside the boundaries of Collin, Dallas, Denton, Rockwall, or Tarrant counties) will need a UTD-ID number to access all of the library's electronic resources (reserves, journal articles, ebooks, interlibrary loan) from off campus. For UTD students living within those counties who are taking online courses, a Comet Card is required to check out materials at the McDermott Library. For more information on library resources, go to [McDermott Library Distance Education](#).

## ACADEMIC SUPPORT RESOURCES

The information contained in the following link lists the University's academic support resources for all students.

Please go to the [Academic Support Resources](#) webpage for these policies.

## SERVER UNAVAILABILITY OR OTHER TECHNICAL DIFFICULTIES

The university is committed to providing a reliable learning management system to all users. However, in the event of any unexpected server outage or any unusual technical difficulty which prevents students from completing a time-sensitive assessment activity, the instructor will provide an appropriate accommodation based on the situation. Students should immediately report any problems to the instructor and also contact the online [eLearning Help Desk](#). The instructor and the eLearning Help Desk will work with the student to resolve any issues at the earliest possible time.

UT Dallas provides eLearning technical support 24 hours a day, 7 days a week. The [eLearning Support Center](#) includes a toll-free telephone number for immediate assistance (1-866-588-3192), email request service, and an online chat service.

## COMET CREED

This creed was voted on by the UT Dallas student body in 2014. It is a standard that Comets choose to live by and encourage others to do the same:

*"As a Comet, I pledge honesty, integrity, and service in all that I do."*



## **UT DALLAS SYLLABUS POLICIES AND PROCEDURES**

The information contained in the following link constitutes the university's policies and procedures segment of the course syllabus.

Please go to the [UT Dallas Syllabus Policies](#) webpage for these policies.

*The descriptions and timelines contained in this syllabus are  
subject to change at the discretion of the professor.*