

## CS 3724: Introduction to Human-Computer Interaction

- Professor John M. Carroll
  - 636 McBryde, x8453, carroll@cs.vt.edu
  - office hours Tues/Thurs 9:30-10:30 and 12:30-1:30
- GTA is Beth Yost, beyost@vt.edu
  - office hours TBA
- Web: <http://courses.cs.vt.edu/~cs3724/spring2003carroll>
  - all course information, assignments, notes, etc.
  - class listserv once registration stabilizes

1

## Administrivia

- Force-adds and prerequisite forms
  - CRN for this section is 11428
  - Prerequisite (strictly enforced) is CS 2604; everyone must complete one of these forms
  - Students not here today will be dropped
  - Add decisions made by Thursday
- Background surveys
  - Will be used in forming project teams
  - Self-ratings of experience on several dimensions
  - Ratings will be confidential, won't affect grade

2

## Readings, Lectures, in-class Activities

Rosson, M.B. & Carroll, J.M. 2002. *Usability Engineering: Scenario-Based Development of Human-Computer Interaction*, Morgan Kaufmann.

- Lectures alternate with other class activities
  - also responsible for any material introduced via lectures, videos, in-class activities, etc.
  - slides will be distributed by email each week
- Activities include videos, small group discussions
  - some based on other case studies of SBD
  - attend class activities to get participation credits

3

## Course Work & Grading

- Homeworks
  - Ten assignments,  $\Sigma = 30\%$
- Two short-answer exams
  - Midterm and final,  $\Sigma = 30\%$
- Group project
  - 3 docs (Requirements, Design, Evaluation),  $\Sigma = 30\%$
  - We form the groups, using background survey data
  - Groups stay the same for all three phases
- Class participation
  - Class presentations, in-class activities, serve as experimental subject, surprising insights,  $\Sigma = 10\%$

4

## Policies

- Homework due by start of class; late  $\Rightarrow$  0
- Group project docs due by start of class
  - if late: deduct 10% for >24 hrs, 20% for >48 hrs, 50% for >72 hrs; >72 hrs.  $\Rightarrow$  0
- No early exams, make-ups by arrangement in advance
  - submit signed request in writing, including rationale
- Reminder: the Virginia Tech Honor System
  - specifically, exams and homeworks are individual work
- Students with special needs, please see me ASAP

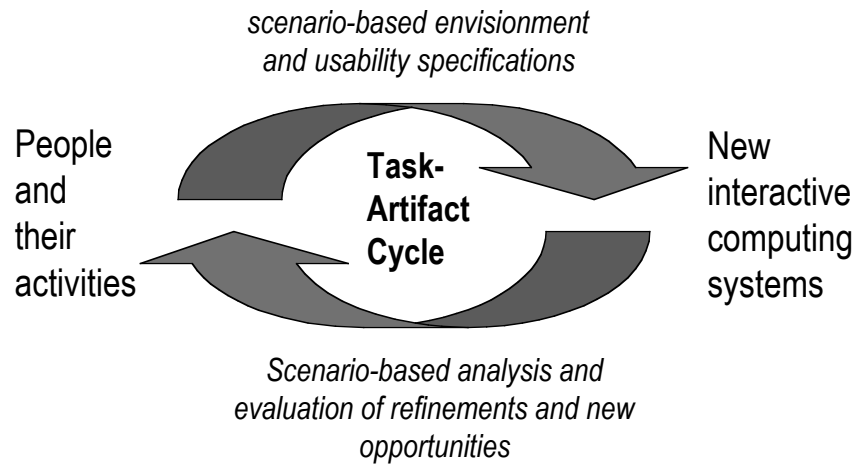
5

## The scope of human-computer interaction

*Analyzing,*  
*designing, and*  
*evaluating,*  
*activities, which typically involve*  
*one or more humans*  
*interacting with*  
*computing systems*  
to accomplish *one or more tasks*

6

## Scenario-based usability engineering



7

## Course Topic Overview

### Scenario-Based Development

Requirements Analysis -----> PROJECT 1

Activity Design

Information Design

Interaction Design

Prototyping

Usability Evaluation -----> PROJECT 3

Documentation

Emerging Paradigms

Usability in Practice

8

## Key Dates

- 1/23 Homework 1
- 1/30 Homework 2
- 2/4 Requirements analysis group project
- 2/6 Homework 3
- 2/13 Homework 4
- 2/20 Homework 5
- 4/3 Homework 3 due
- 2/27 Mid-term
- 3/13 Homework 6
- 3/20 Homework 7
- 3/25 UI design group project
- 3/27 Homework 8
- 4/3 Homework 9
- 4/17 Homework 10
- 4/22 Evaluation group project
- 4/22 - 4/24 group project presentations
- 5/3 Final Exam

9

## Before you leave...

- Prerequisites Form
- 3724 Background Survey

10