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

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
Readings, Lectures, in-class Activities


- 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

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, $\Sigma = 10\%$
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

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
Scenario-based usability engineering

Scenario-based envisionment and usability specifications

Task-Artifact Cycle

People and their activities

New interactive computing systems

Scenario-based analysis and evaluation of refinements and new opportunities

Course Topic Overview

Scenario-Based Development

Requirements Analysis \rightarrow PROJECT 1

Activity Design

Information Design \rightarrow PROJECT 2

Interaction Design

Prototyping

Usability Evaluation \rightarrow PROJECT 3

Documentation

Emerging Paradigms

Usability in Practice
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

Before you leave...

- Prerequisites Form
- 3724 Background Survey