

Human Computer Interface Theory & Design

Spring 2008 - Weekly Schedule

Dr. La Verne Abe Harris

WK	Lecture	Lecture	Lab Assignment	Reading Assignment
1	T 1/8 (10:30 am)	TH 1/10 (10:30 am)	TH 1/10 (1:30 pm)	Krug text
	Overview of course In-class sketch	What is HCI?	Sketch 1 HW 1 to do: Mind Maps	Chapters 1 & 2 Why we use the Web
Due				
2	T 1/15	TH 1/17	TH 1/17	Krug text
	Website Design/Content	Blind contour	Sketch 2 HW 2 to do: Blind Contour	Chapter 3 Scanning design
Due	HW 1			
3	T 1/22	TH 1/24	TH 1/24	Krug text
	Usability Intro	Sketching Ideas	Sketch 3 HW 3 to do: Sketching Ideas	Chapter 4 Choices
Due	HW 2			
4	T 1/29	TH 1/31	TH 1/31	Krug text
	Design/Web Process	Storyboarding	Sketch 4 HW 4 distributed	Chapter 5 Not writing for the Web
Due	HW 3			
5	T 2/5	TH 2/7	TH 2/7	Krug text
	Navigation	Icons Test 1 review	Sketch 5 HW 5 distributed	Chapter 6 Navigation design
Due	HW 4			
6	T 2/12	TH 2/14	TH 2/14	Krug text
	Principles of ID	Jakob Nielson Project 1 introduced	Test 1 HW 6 distributed	Chapter 7 Home Page design
Due	HW 5			
7	T 2/19	TH 2/21	TH 2/21	Krug text
	ID Careers	Working with the Client	Sketch 6 HW 7 distributed	Chapter 8 Design team arguments
Due	HW 6			
8	T 2/26	TH 2/28	TH 2/28	Krug text
	HCI Usability	Usability Testing Paper prototyping	Sketch 7 HW 8 distributed	Chapter 9 Simple testing
Due	HW 7	Project 1		
9	T 3/4 DSI CONFERENCE	TH 3/6	TH 3/6	Krug text
	Online lecture- Website Design	Online lecture- Heuristics	Sketch 8	Chapter 10 Test implementation
Due	HW 8			

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www.itap.purdue.edu/tlt/blackboard

CGT 256 Human Computer Interface Theory and Design. Lecture, Lab, Credit 3 hrs.

This course is an intermediate exploration of conceptualization and problem solving using the integration of type and image as both visual and verbal communication. Topics such as systems of organization, visual hierarchy, creativity, typography, color, and navigation are introduced and explored in a systematic way. Students will also be introduced to the issues of information and user interface design to create effective and visually stimulating communication devices.

Course Objectives - After taking this course, students should be able to do the following.

- Understand and apply the design process.
- Understand what makes a graphical product useful to the user.
- Apply and use graphic design elements for maximum visual impact for print and screen design.
- Ability to evaluate design solutions as well as the appropriate uses of graphics, illustrations, icons, and other graphic elements.
- Understand the use of grids in print and screen design.
- Ability to utilize design concepts and principles to solve problems using the integration of graphic design elements.
- Learn what makes an interactive site compelling and useful through the use of type, color, and navigation.
- Learn techniques for important print and online design elements, including typography, color, icons, buttons, photographs, and informational graphics.
- Learn how to conduct a usability test and interpret the results.

Course Textbook:

Required: Krug, S. Don't Make Me Think.

Optional: Adobe Creative Team. (2007). Adobe Dreamweaver CS3 Classroom in a Book. Adobe Press. ISBN-10: 0-321-49981-6; ISBN-13: 978-0-321-49981-3; Published: May 14, 2007; Copyright 2007; Dimensions 7-3/8 X 9-1/8; Pages: 320; Edition: 1st.

Attendance

- Attendance will be taken in lecture and laboratory.
- If you will not be in class when an assignment is due, turn it in early or have another student turn it in for you.
- Excessive absences (more than 4) will be a factor in your grade for the course. Tardies are discouraged.

University Regulations states: "Students are expected to be present for every meeting of the classes in which they are enrolled." Only the instructor can excuse a student from classes or course responsibilities. There are always legitimate reasons for missing class. Personal illness, accident, a death or serious illness in the immediate family, athletic trips, military obligations, scheduled interviews, plant visits, field trips, or other circumstance may make class attendance impossible.

Each of these situations will be evaluated on an individual basis. Students should email his/her instructor preferably before a class or an exam takes place. If the instructor cannot be reached by e-mail or by phone, the student should leave a message in the instructor's department mailbox or on the department's voice mail. Students can only make up work from an authorized absence and permission from the instructor.

Assignments

- "I forgot" is not an excuse.
- Late work will not be accepted, unless prior arrangements are made with your instructor.
- No student will be allowed to make up any written exam, lab practical, exam, or quiz unless they have an official or medical excuse or permission of the professor.
- All assignments are due at the beginning of class.
- You are responsible for obtaining materials missed due to your absence. Material covered in class during a student's absence is the responsibility of the student to know, and will not be re-explained by the instructor during a class period.
- If you have not completed the assignment, turn it in partially completed at the deadline. No late assignments will be accepted without prior arrangements. If you have an emergency come up or extenuating circumstances, contact the instructor before the deadline. A partially completed assignment is better than no assignment.
- You are responsible for backing up your files. Save multiple copies of all projects in separate locations. You should keep copies of all assignments submitted for your own records.
- You are responsible for making sure you have been given credit for your assignments.
- Do not use materials obtained from the Web for your projects unless you can document that they are shareware.

Course Grade

The course grade will be based on the following requirements and grading scale. Factors such as punctuality, participation, attitude and attendance will be considered when the final grade is borderline.

Grading Scale

91 - 100	A	Professional, superior work
81 - 90	B	Above average student work
71 - 80	C	Average student work
61 - 70	D	Below average student work
0 - 60	F	Failure

Note

In the event of a major campus emergency, course requirements, deadlines and grading percentages are subject to changes that may be necessitated by a revised semester calendar or other circumstances. Check the class website weekly for updated information. The instructor reserves the right to modify this syllabus at her discretion.

Student Conduct

Standards set by Purdue University as outlined in the Student Handbook and the University Regulations (1996-1997) will be observed in this course. Any student found participating in cheating, plagiarism, copying material from another person's disk, using illegal cribs or other materials during a written examination, lying to course instructors and lab assistants about his or her own work, stealing tests, quizzes, or answer keys, and any such activities will be considered in conflict with the printed academic honesty guidelines as set out by Purdue University and the School of Technology. In such cases the matter will be reported to the Office of the Dean and the appropriate Purdue University administration officers for consideration and possible disciplinary action. (See Student Conduct Action Report).

This class encourages cooperation and the exchange of ideas. However, students are expected to do their own work. Using another student's work on a project, assignment, cheating on a test, signing the attendance sheet for another student or any other form of academic dishonesty will result in a grade of zero or possibly an "F" in the course and will be referred to the Dean of Students.

Disruptive or inappropriate behavior will not be tolerated—talking in lecture, use of the computer in lab for work other than for this class, derogatory comments about or toward any student, instructor or GTA in the class will not be tolerated and will be referred to the Dean of Students.

You are expected to arrive on time for class. If you are late due to unforeseen circumstances, enter quietly. If you know that you will be late or have to leave early, talk to me before class.

A laptop may be used during class to take notes. If it becomes disruptive or if it is being used to surf the Web or for other purposes, you will be asked to turn it off. Cell phones and music players should be turned off during lecture.

File Security

You are responsible for the security of your files. Be sure to do regular backups and store assignments in multiple locations. Loss of files or project assets will require recreation of all items. During a work session, transfer files to the local hard drive and then save at the end of the session.

Lab supplies

- Color pencils (Prisma is preferred)
- Storage Media (USB, CD-R)
- (1) Strathmore Drawing Paper Sketchbook, medium grade, 9" x 12" (Strathmore #400-4)
- (2) 2B pencils
- (1) Kneaded eraser
- (1) Itoya Presentation/ Display Books - for submitting assignments

Make sure it is 8 1/2" x 11" with at least 12 sleeves (they come in other variations)

(Please label: YOUR NAME
CGT 256 - Lab Section (Dr. Harris)
Name of Assignment
Deadline date

Optional

Knoy 340 now has Cintiq 21 UX tablets that can be used -- this allows you to draw with a pen, rather than a mouse. The "monitor" functions both as a display device and an input device. However, to use these devices you will need to purchase your own pen. The standard pen is \$70, but there are several versions. To order a pen, go to the Wacom site (http://direct.wacom.com/stores/5/Cintiq_C62.cfm).

Tests (300 pts.)

There will be three tests in the semester worth 100 points each. Tests cannot be made up unless arrangements have been made IN ADVANCE and there is an acceptable reason. All exams and tests will come from the lectures, lab work, demonstrations, and reading assignments.

Lab Sketch Assignments (50 pts.)

There will be 10 sketch assignments in the semester. They will be done the first 15 minutes of lab. They cannot be made up, so don't be late for class!

Idea Book Homework Assignments (250 pts.)

There will be 10 Idea Book assignments in the semester. They will be submitted in your sketchbook. They are worth 25 points each.

Projects (300 pts.)

There will be three project assignments in the semester. They are worth 100 points each.



10	T 3/11 SPRING BREAK	TH 3/14	TH 3/14	
Due				
11	T 3/18	TH 3/20	TH 3/20	Krug text
	Usability Plans	Project 2 introduced Test 2 Review	Sketch 9 HW 9 distributed	Chapter 11 Test analysis
Due				
12	T 3/25	TH 3/27	TH 3/27	
	Usability Life Cycle	Test 2	Sketch 10 HW 10 distributed	
Due	HW 9			
13	T 4/1	TH 4/3	TH 4/3	
	Users 1	Users 2 Project 3 introduced	Users	
Due		Project 2		
14	T 4/8	TH 4/10	TH 4/10	
	Designing for Accessibility	Designing for Accessibility	Project consulting	
Due	HW 10			
15	T 4/15	TH 4/17	TH 4/17	
	Digital Divide	Online Communities	Review for final	
Due		Project 3		
16	T 4/22	TH 4/24	TH 4/24	
			Test 3	
Due				