

CS 589/HCI: Tentative Schedule. Last updated: April 30, 2004.

When:	Read:	Notes, classroom activities.	Assignments
week 1 3/29-4/2	Read 1.4, 1.5.1, 1.6. Skim rest of ch. 1 (interaction design). Read 2.2 (boundaries on problem space, making constraints & assumptions explicit). Skim rest of ch. 2. Read 6.2, 6.4. Skim rest of ch. 6 (process of design).	ch 1, 6 are core. M: lecture. W: demos @ 15 F: team presentations.	A1: p. 28-29: Putting usability principles to use. Bring in the device, present parts b-d to class this Friday. (Team)
week 2 4/5-4/9	Ch 7 (requirements).	Requirements. M: demos @ 15 W: guest lecture: Ammon Cookson on user requirements. F: lecture.	A2: p. 225, activity 7.3 (scenarios) + activity 7.4 (use cases) + activity 7.5 (essential use cases) + activity 7.6 (task anal). However, do them in the context of your project. Team. Written hand-in this Monday.
week 3 4/12-4/16	Ch 3 (cognition). Sec. 4.4.2 (distributed cognition). Attn Investment paper. Cognitive Dimensions paper. Representation Benchmarks paper. (continued next 2 weeks)	Cognition. M, W: lecture. F: Team presentations.	A3: present requirements for your client project (Team). Present, also hand in this Fri.
week 4 4/19-4/23	continue above readings.	M: lecture. W: Team presentations. F: guest speaker to continue lecturing on CDs/RBs.	A4: Do an attn invest assignment on your client project (Team). Present, also hand in this W.

week 5 4/26-4/30 (Dr. Burnett away.)	finish above readings.	M: guest speaker to continue lecturing on CDs/RBs. W: 1st midterm (open book). F: no class.	A5: Do a CW or CD or RB analysis on your client project (Team). Due next Mon.
week 6 5/3-5/7	ch 13 (asking users)	M: Team presentations. W lecture F lecture	M A5 is due (written & present). A6: design questionnaires. Due M (Team, written).
week 7 5/10-5/14)	Skim ch 8 as needed (moving from requirements to design). Read handouts	M, W, F: Goal-oriented design (lecture and in-class exercises)	A7: Use goal-oriented design to correct 1 problem you've found in your "patient" project. Due W (Team, written old/new interface, present these)
week 8 5/17-5/21	Skim ch 10-11 as needed (evaluation). Start reading ch 14.	W: Team presentations M, F: lecture: user experiments.	
week 9 5/24-5/28	Finish reading ch 14 (experiments).	M, W: lecture. F: 2nd midterm (open book)	
week 10 5/31-6/4 (Mon is a holiday)	No readings.	M: Holiday. W: Team presentations of final evaluations/recommendations: 2@25 F: Team presentations of final evaluations/recommendations: 2@25	

In addition, if particular issues arise for your team's "client" that we have not emphasized, you should draw upon other resources.

For example:

Chapter 4 is a good resource for when collaboration/contribution by multiple users is being supported.

Chapter 5 is a good resource for user attitudes/emotional aspects.

Chapter 5 is a good resource for error messages.

Chapter 8 is a good resource for low-fidelity prototyping (useful in evaluation).

Ask me for a draft paper on “champagne prototyping”, another inexpensive form of prototyping, if you need a prototype in your evaluation work.

Chapter 8 is a good resource for moving from requirements to design (useful if your client project has a design component).