CS 350 – Computer/Human Interaction
Fall 2006 – Syllabus

Instructor
Dr. Deborah Hwang
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Home page: http://csserver.evansville.edu/~hwang

Office Hours: See instructor's home page.

Course Home Page
Announcements regarding handouts and assignments will be made in class. Handouts will be available only at the course home page (http://csserver.evansville.edu/~hwang/f06-courses/cs350.html). It is your responsibility to consult the course home page on a regular basis. Grades will be posted to Blackboard (http://acebb.evansville.edu).

Catalog Data
Study of user interface design, including ergonomic factors. Includes hands-on projects dealing with graphical user interfaces and their implementations.

Objectives
To develop an understanding of the elements of good user interface design. To apply software engineering principles to interface design. To be exposed to a variety of tools used in the construction of graphical user interfaces. To construct an application interface prototype using interface design techniques and interface construction tools.

Prerequisites: CS 215

Required Textbook

Links to supplemental on-line references at:
http://csserver.evansville.edu/~hwang/f06-courses/cs350/references.html

Daily Requirements
Assigned daily reading. Written in-class and homework assignments as needed.
Project
The course has one semester-long project. The project is divided into two parts. During the first half of
the course, there will be 3 “prototype” projects to be completed individually. The purpose of the
prototype projects is for each student to gain experience using an interface construction tool and to
prototype an interface (only) similar to the final project using that tool. Tentatively, the prototypes are
expected to be implemented using HTML forms with Perl CGI scripts, Visual Basic, and Java Swing.

During the second half of the course, students will form teams of 2-3 that will implement an entire project
interface for a particular audience. This final project will include both a written design and usability study
report and a short class demonstration as well as the actual implementation. See the handout Project
Overview for more information.

Exams and Evaluation
There will be two in-class exams. They are tentatively scheduled on October 4 and December 4 (last day
of class). Final grades will be based on the following weighted distribution:

- 20%  In-class written exams (2 @ 10% each)
- 30%  Individual prototype projects (3 @ 10% each)
- 40%  Final group project
- 10%  Written in-class and homework assignments

Missed classes, Late Homework, Late Projects
Graded in-class assignments cannot be made up under any circumstances. However, excused absences
will be noted and taken into consideration when assigning final grades.

All other assignments (homework, project parts) are due at the instructor's office and/or electronically as
appropriate by 4:30pm on the date specified unless otherwise noted. Any assignments arriving after
4:30pm are considered late. The following automatic late penalties will be applied:

- 10%  if handed in by 4:30pm, one day late
- 20%  if handed in by 4:30pm, two days late
- 30%  if handed in by 4:30pm, three days late

Unexcused late work will not be accepted for credit after three days after the due date without prior
arrangements. For the purpose of counting days, Friday 4:30pm to Monday 4:30pm is considered one
day. Please note that the purpose of the automatic late extension is to allow students leeway when
needed. It is usually better to hand in something late and completed than on-time and incorrect.
However, chronically handing in late submissions will lower your final grade.

08/21/2006
Valid excuses for missing exams, missing classes, and handing assignments in late include illness, family emergencies, religious observances, official UE events such as varsity games and concerts, etc. They do not include (most) work conflicts, studying for other classes, leaving a day early or staying home an extra day over a weekend or holiday, etc. In general, an excused absence is one caused by circumstances beyond your control.

The instructor will rely on your integrity for getting work excused. If you have a valid excuse, put it in writing, sign your name to it, and give it to the instructor. For religious observances and official UE events, you must inform the instructor that you will be absent before the absence occurs, otherwise it will be considered an unexcused absence.

Excused work must be made up within one calendar week from the original due date for full credit. Late excused work will not be accepted. Exceptions will be made for serious or prolonged illness, or other serious problems. Please note: It is your responsibility to take care of missed or late work.

Attendance Policy
Attendance is important and expected. Attendance records will be maintained in accordance with Federal Law, but will not be used in the determination of grades, except to the extent it affects the in-class exercise portion of your grade and in borderline cases. Students are responsible for all material covered in class. If you miss a class, find out what was covered from another student. You are responsible for checking the course home page for new assignments even if you miss class.

Honor Code
All students are expected to adhere to the University's Honor Code regarding receiving and giving assistance. Two specific guidelines are in force for this course.

- Written homework exercises are for you to gain experience and practice. You may collaborate with your classmates, but each student should submit a solution in his/her own words that reflect his/her understanding of the solution. Ultimately you will be required to demonstrate your proficiency of the material on exams. Therefore, it is highly recommended that you attempt all homework problems on your own before finding a solution from another source.

- Project parts are to be your own work or your group’s work only unless otherwise noted. Discussing the meaning and general solution techniques of an assignment with other students is permitted. For example, discussing “How is this assignment similar or different from problems presented in the text or in lecture?” is acceptable.

Asking another person for assistance on specific items in your own project is also permitted, but you may not observe another person’s code in its entirety for the purposes of studying or copying it, with or without that student's permission. For example, asking, “What does this compiler error
mean?” or “Do I have the correct Perl syntax here?” is acceptable. Whereas asking “Can I see how you coded your interface?” is not acceptable.

In particular, since UNIX systems tend to be open by default, it is absolutely forbidden to “rummage” around the cserver file system looking at anyone else's work even if they have not set the file permissions to prevent such observation. For those that would rather not rely on the integrity of others, it is suggested that most work for this class be put into a subdirectory that has its permissions set to owner only. Unfortunately, this generally is not possible with web pages.

If there is any doubt as to whether assistance is acceptable, consult the instructor.