Syllabus

Instructor: Dr. Stephanie Ludi, Stephanie.ludi@unt.edu
Stephanie Ludi’s Office: NTDP F251
Office Hours: Tues 10-11, Thurs 1-2 & By Appointment

Teaching Assistants: To Be Determined

Overview: The topics covered in this course Methods for designing, prototyping, and evaluating user interfaces for computing applications. Human capabilities, interface technology, interface design methods, and interface evaluation tools and techniques.

Course Outcomes:
1. Students should be able to demonstrate knowledge of the different phases of the interface design process. (i.e., what each phase does, as well as demonstrate that they can do that particular process.)
2. Students should be able to perform the different phases of the interface design process.
3. Students should be able to demonstrate knowledge of user modeling and show how these models affect the design of an interface.
4. Students should be able to use the different user modeling techniques to improve the usability of a particular user interface.
5. Students should be able to demonstrate that they can design and develop a computer-user interface.
6. Students should be able to know the different types of interface evaluations.
7. Students should be able to perform different types of evaluations of interfaces.

The following are the program level student outcomes that this course is associated with.

IT Program
1. Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
2. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program’s discipline.
6. Identify and analyze user needs and to take them into account in the selection, creation, integration, evaluation, and administration of computing-based systems.

CS Program
1. Analyze a complex computing problem and to apply principles of computing and other relevant disciplines to identify solutions.
2. Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements in the context of the program’s discipline.

CE Program
1. an ability to identify, formulate, and solve complex engineering problems by applying principles of engineering, science, and mathematics.
2. an ability to apply engineering design to produce solutions that meet specified needs with consideration of public health, safety, and welfare, as well as global, cultural, social, environmental, and economic factors
3. an ability to communicate effectively with a range of audiences
4. an ability to recognize ethical and professional responsibilities in engineering situations and make informed judgments, which must consider the impact of engineering solutions in global, economic, environmental, and societal contexts
6. an ability to develop and conduct appropriate experimentation, analyze and interpret data, and use engineering judgment to draw conclusions
7. an ability to acquire and apply new knowledge as needed, using appropriate learning strategies

Textbook:
   Required: Don't Make Me Think!, Revisited (14th Ed) by Krug
   Recommended: 100 Things Every Designer Needs to Know (11th Ed) by Weinschenk

Prerequisites: CSCE 2100, 2110.

Course grading
- Late assignments are accepted at the rate of -20% credit for each day late unless accompanied by a university approved medical excuse. Missed quizzes cannot be made up unless you have a university approved medical excuse.
- Cheating will result in failure in the course. Please reference the UNT academic integrity policy for more information on cheating. We emphasize that individual work such as homework assignments and pop quizzes must be done on your own and that cheating will result in failure of the course. Do not discuss solutions or share copies of individual work.
- Each person on the team needs to participate in the implementation of the project, as well as the written/verbal artifacts. Failure to do so will result in a 0 for the project. Repository check-ins will be checked by the instructor/TAs.

The grading breakdown of the final course grade is as follows:

<table>
<thead>
<tr>
<th>Component</th>
<th>Weight</th>
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</thead>
<tbody>
<tr>
<td>Quizzes (Unannounced, lowest score dropped)</td>
<td>30</td>
</tr>
<tr>
<td>Group Project (Grades scaled by peer evaluations of individual performance)</td>
<td>40</td>
</tr>
</tbody>
</table>
Individual (out of class) assignments and Inclass Activities | 30
Total | 100%

The following scale will be used to translate to letter grades:

- A >= 90%
- B >= 80%
- C >= 70%
- D >= 60%
- F < 60%

A picture ID is required by all students taking quizzes. No make-up assignments or quizzes will be given, except in the case that a student has a university approved medical excuse or other emergency (with appropriate documentation).

Group project grades will be scaled for individual team members based on peer evaluations, so be sure to always speak up to volunteer and help your team as much as possible. It is not an acceptable excuse to say that your team did not give you enough work because I expect you to speak up and volunteer if you are not contributing your fair share! If you have a problem that you are not able to work out with your team, please contact me to mediate prior to project submission (and as early as possible).

**Late policy:** 20% of the grade for an assignment will be subtracted from your score for every day that it is late. Missed quizzes cannot be made up unless you have a university approved medical excuse.

**Attendance:** Attendance and class participation are strongly encouraged so plan to attend regularly. Students are responsible for any material and announcements covered in class.

You owe it to yourself. You owe it to your teammates. Some class sessions contain project team work that requires all team members to be present to gain full benefit. You are allowed one unexcused absence (car trouble, etc.) with no consequences. After that the following scale applies for additional absences:

- One unexcused absence - 1% off final grade
- Two unexcused absences - 3% off final grade
- Three or more unexcused absences - 5% off final grade
- Three late arrivals will be considered as one absence.

Also, you will miss credit for activities that took place during classes that you were absent. If you need to be absent because of a job interview, illness, or other significant personal issue, please let me know beforehand via email so we can determine if it should be an excused absence.

**Grading Questions:** If you believe that there is a mistake in the grading on one of your assignments, quizzes, or projects, you must bring these inquiries to the professor within one week of when the graded work is returned in class BUT after 24 hours of when it
was handed back. After this grace period, it is too late with the EXCEPTION of an arithmetic error in adding up the score.

**Announcements:** Please check Blackboard/Canvas for any announcements before you go to class in case there is a cancelled class or reminder that you should be aware of.

**Email Policy:** During the week I can usually respond to emails within a couple of hours (assuming they are sent during the day). During the weekend, I can respond to emails within 24 hours of receiving them.

**Office Hours:** If you can’t make my office hours in person, I can usually communicate with you via phone, Skype or Google Hangout – so if you have a question but can’t come to campus you do have options!

**Disabilities:** I am happy to make accommodations to students that have documentation of their needs from the UNT Disability Services. I encourage you to talk to me early in the term.