

CS 321 Human-Computer Interaction  
Sample Schedule for 2-day/week Class

Week	Monday	Wednesday
1	<b>Course Introduction</b>  <i>Assignment: Bad/Good Design Exercise</i>	<b>Introduction to HCI &amp; Contextual Design</b> Reading: CD: Ch. 1 BDS, Introduction & Ch. 1 <i>Assignment: Reading Questions</i>
2	<b>Contextual Inquiry</b>  CD: Ch.s 2, 3, & 4 Introduction to Ethnography Reading: "Using Ethnography in Contextual Design"  <i>Assignment: Observation Exercise</i>	<b>Small Group Discussion</b>  BDS: Ch. 2 & 3 Norman, "The Psychopathology of Everyday Things"  In class: Discussion Questions
3	<b>Contextual Inquiry Interviewing Techniques</b>	<b>Interview Example</b> In Class Interviewing Exercise  <i>Assignment: Interview Exercise</i>
4	<b>Work Modeling</b> CD: Ch.s 5, 6, & 7	<b>In Class Interpretation Session/Brainstorm Exercise</b>  <i>Assignment: Reading Questions</i>
5	<b>Consolidation</b> CD: Ch.s 8, 9, & 10  Design Project Assigned	<b>Small Group Discussion</b>  BDS, Ch. 8 & 9, Profiles 8 & 9  In class: Discussion Questions
6	<b>Design From Data</b>  <i>CD: Ch.s 11, 12, &amp; 13</i>	<b>System Design</b> CD: Ch.s 14, 15, 16  <i>Interesting Interface Examples</i>
7	<b>Midterm Exam</b>	<b>Prototyping</b>  CD: Ch.s 17, 18, & 19 Reading: "Prototyping for Tiny Fingers"
8	<b>How to run a paper prototype session</b>  <i>Assignment: Paper prototyping Exercise</i>	<b>Project Milestone: Interview Notes and Consolidation Models Due</b>
9	Design Elements  <i>Assignment: Reading Questions</i>	Design Elements Continued
10	<b>Small Group Discussion:</b>  BDS: Ch. 5 & 7  In class: Discussion Questions	<b>Putting It Into Practice</b> CD: Ch. 20
11	<b>Fun with Icons</b>  In class: Icon Exercise	<b>Project Milestone: Paper Prototypes Due</b>
12	Prototype Critique Session	Ethics: Case of the Killer Robot
13	Ethics: Case of the Killer Robot	Ethics: Case Studies
14	<i>Advance Topics</i>	
15	<b>Project Demonstrations</b>	<b>Project Demonstration</b>

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BDS-

Bringing Design to Software, Terry Winograd, ed., Addison-Wesley, 1996.

CD-

Contextual Design, Hugu Beyer & Karen Holtzblatt, Morgan Kaufmann, 1998.

The Psychology of Everyday Things, Donald Norman, Basic Books, 1988

“Using Ethnography in Contextual Design”, Jesper Simonsen, Finn Kensing, Communications of the ACM, vol. 40, No. 7, July 1997, pages 82-88.

“Prototyping for Tiny Fingers” Marc Rettig, Communications of the ACM, vol.37, No.4, April 1994, page 21-27.