CS 321 Human-Computer Interaction
Sample Syllabus

Time & Place: Monday, Wednesday 10:00 – 11:15 pm, EB 0011

Professor: Dr. Jerry Weinberg
Engineering Building, Rm. 3042
Office phone and voice mail: 650-2368
Email address: jweinbe@siue.edu

Office Hours: Monday & Wednesday 1 to 3:30 p.m.
Other time available by appointment

Prerequisites:
- "Interaction Programming" (CS 275) with a grade of C or better, anyone without the prerequisites will be automatically dropped from the course.
- You should know how to implement user interfaces, design simple databases, create database queries, and use a variety of algorithms & data structures. No programming techniques will be taught in this course. You will bring these skills to bear on a design project.

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

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

Case of the Killer Robot, Richard Epstein, John Wiley & Sons, 1997

Course Website:
www.cs.siue.edu/hci

Objectives:
- To study theory and methods of the design of interactions between people and computers
- To learn and practice methods of conceptual modeling
- To learn and practice the techniques of participatory and customer centered design: gather user data, model user data, recognize design implications from the data, brainstorm ideas, prototype ideas, and test ideas for usability.
- To discuss the ethical & social responsibilities we have as computer professionals.
- And to Think Different.

Organization:

- The course will consist of lectures, small group discussions, individual assignments, and group assignments.
- Each class member will participate in a team design project. Teams will consist of 3-4 students. The team is expected to meet project deadline milestones.
- Each class member is expected to participate in an in-class small group discussion and exercises. Out of class exercises will be assigned to prepare for these activities. **To receive credit for the out of class exercises you must be in attendance for the in-class activities.**

Grading:

Assignments	30%
Midterm Exam	20%
Final Exam	20%
Design Project	30%