| Cosc 3P94 | # Introduction to User Interfaces
Course Outline | | Jan. - Apr. 2024 |

Instructor	Office Hours	Extension	Time & Place
Dave Bockus	when door is open	x3281 or bockusd@brocku.ca	T-F 11:30 - 13:00 STH204

An introduction to the study and design of human/computer interfaces. The course will begin with an introduction to human factors - the design and support of systems for human use. The remainder of the course will examine in detail the rules and principles that govern the creation of good human/computer interfaces. Topics will include but are not limited to user modelling, task analysis, goal oriented design, command languages, grammars, menu and window systems, user documentation, and on-line help systems. Throughout the course, references will be made to Human Computer Interaction - the multi-discipline approach to user interface design.

The lectures will provide the foundations needed to examine the user interface at the primitive level. The lectures will also attempt to address the design issues encountered as they relate to the current lecture topics. Here the student will be given a flavor for the HCI aspect of interface design. Case studies and seminars will be used to enlighten the student toward a better understanding of these issues. Readings will be available from the reserve section of the library and maybe supplemented with handouts to provide an appreciation for interface design.

Seminars will be used to discuss in a group environment, aspects of interface design. The student will be required to come prepared to seminar by doing the assigned readings and any preparatory work as required. Each seminar will require the student to submit short papers on the selected topic of discussion. Marks for the seminars will be based on submitted work and participation. See below for details.

COURSE CONTENT:

Human Factors	Design Theory, Principles and Guidelines
Menu and Window Systems	Command Languages
I/O Devices	User Documentation
Knowledge extraction	Goal Oriented Design

The Design of Everyday Things **(Required)** Donald A. Norman ISBN 0-465-06710-7also published as The Psychology of Everyday Things Amazon or Chapters Indigo	Designing the User Interface Ben Shneiderman Third Edition ISBN 0-201-69497-2
About Face : The Essentials of Interaction Design 3 or 4 Alan Cooper ISBN 978-0-470-08411-3 or 978-1118766576 Amazon or Chapters Indigo || Amazon or Chapters Indigo	Human-Computer Interaction Dix - Finlay - Aboud - Beale 3nd Edition ISBN 0-130-46109-1
The Inmates Are Running the Asylum Alan Cooper ISBN: 0672326140 Amazon or Chapters Indigo	
User-Centered Wed Design John Cato ISBN 0-201-39860-5 Amazon or Chapters Indego	The Humane Interface - New Directions for Designing Interactive Systems Jef Raskin ISBN 0-2-1-37937-6
GUI - Bloopers Jeff Johnson	Set Phasers on Stun Steven Casey (1998) ISBN: 0-9636178-8-5 Amazon or Chapters href="http://www.chapters.indigo.ca/books/Set-Phasers-Stun-Other-True-Steven-M-Casey/9780963617880-item.html?ref=Search+Books%3a+%2527set+phasers+on+stun%2527&sterm=set+phasers+on+stun+-+Books"> Indigo

- Material will be available in the library on reserve .

Marking Scheme

Course Project: = 30% (See notes below)	Seminars: (8) = 20%
Stage 1 = 7.5% Stage 2 = 7.5% Stage 3 = 5% Stage 4 = 10%	15% Participation, preparation, demonstration and understanding of seminar topics. 5% Attendance
Test: 15%	Exam : 35%

There will be 1 course project which will focus on interface analysis and design using the primitive rules and principles discussed in class. This project will involve group work. Each group will consist of <u>at most</u> 4 people. Individuals may option to work by them selves, however this is highly discouraged due to the volume and scale of the project. At least one stage of this project will require the user to implement a mock interface using Visual Basic, HTML, Unity and/or Java Script as a tool. Due to the workload of the project it is highly advisable to find reliable partner(s).

The seminar component will require the students to read prescribed material and come prepared to undertake meaningful discussions. Seminar topics may require students to write or photograph examples as appropriate and present these to the seminar.

Notes:

- Late project stages will only be accepted up to the late date shown on each stage subject to a penalty of 25%. Project stages handed in past the late date will be awarded 0. Material will be be handed out in class and/or be available through the web or Sakai.
- Consideration regarding illness for assignment submission or the test will only be considered if accompanied with the completed [Departmental Medical](#) form.
- In order for a project stage to be marked a <u>completed</u> cover page must accompany all submitted work on the due date specified. Cover pages must include Name and Student number of all students in the group.
- Workload in a group may be asymmetric, that is during some parts of the project some will be doing more work then others.
- To pass this course, it is necessary to complete all stages of the course project, all students of the group must be at the final presentation. There will be a minimum mark requirement of 40% on the final exam.
- Plagiarism is a serious issue. Groups who conduct themselves in a dishonest matter will be thus be sanctioned as a group.

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