Book

The required text for the class is *Interaction Design: beyond human-computer interaction (4th ed)*, by Preece, Sharp, and Rogers.

Grading

- Homework: 40%
- HOF/S and class participation: 20%
- Term Project: 40%

Learning Outcomes

The outcomes of this course are for you to be able to:

- Critically discuss common methods in the user-centered design process and the appropriateness of individual methods for a given problem.
- Use, adapt and extend classic design standards, guidelines, and patterns.
- Employ selected design methods and evaluation methods at a basic level of competence.
- Build prototypes at varying levels of fidelity, from paper prototypes to functional, interactive prototypes

Academic Integrity

The University of Maryland, College Park has a nationally recognized Code of Academic Integrity, administered by the Student Honor Council. This Code sets standards for academic integrity at Maryland for all undergraduate and graduate students. As a student you are responsible for upholding these standards for this course. It is very important for you to be aware of the consequences of cheating, fabrication, facilitation, and plagiarism. Please visit the Code of Academic Integrity or the Student Honor Council, for more information.

For this class in particular, you are not permitted to collaborate on assignments except for explicitly assigned group projects and collaborative exercises. You may not turn in code written by other people (e.g. code found on the internet), you may not work together on exercises, and you may not discuss the syntax or the logic of solving problems. I have sophisticated methods to detect this kind of cheating. Students suspected of violating these rules will be referred to the honor council and will face suspension or expulsion.

Students should hand write this statement and return it to the professor in class.

Students with Disabilities
Students with disabilities needing academic accommodation should: (1) register with and provide documentation to the Disability Support Services office, and (2) discuss any necessary academic accommodation with their teachers. This should be done at the beginning of the semester.

Extensions and Late Assignments

Timeliness is extremely important in graduate work, and extensions will only be available during personal emergencies. Students who need to request an extension should discuss the matter in advance with the professor before the time the assignment is due. If an extension is granted, the work must be submitted within the extension period to avoid grade penalties.

If you have not received an extension ahead of time, for assignments turned in a day or less late, you will lose 25% of your grade. Assignments more than a day late will not be accepted.

Emergency Preparedness

Information about the status of the campus is available at Emergency Preparedness. If the campus is closed, please make sure to stay safe. Information about possible rescheduling of course activities will be provided via e-mail once the campus has reopened.

Classroom Environment

The classroom environment should be professional and respectful. Discussions should be based on course readings and critical thinking. Remember--your classmates may have different perspectives on issues than you, but they still deserve your respect. As another aspect of respect in the classroom environment, turn off or mute all phones and other communication devices during each class session. If you use your laptop in the classroom, limit the usage of the computer to course-related reasons (i.e., taking notes).

Assignments

Homeworks

We have a unique grading scheme in this class. Most of your written assignments will receive feedback from peers (a few will receive feedback from me). Those written assignments are not graded if they get peer feedback. Rather, the written component is both to get practice and feedback on your writing and to master the material. You will instead be graded based on short oral quizzes with me. In class, I will have you pull a topic related to the week’s assignment and give you about 1 minute to answer a question on it. You will be graded on that response for the week. Thus, it is both important to come to class and important to do the writing assignments so you have the appropriate mastery of the material. Topics for each assignment will be listed ahead of time.

For writing assignments that you turn in, do not exceed the specified word length. I will deduct 10% of your grade for every 10% over length your paper is.

- HW3: High Fidelity Prototype - 9/22
- HW2: Low Fidelity Prototype - 9/15
Signups

Hall of Fame / Shame

Everyone is required to present one Hall of Fame / Shame interface in class during the semester. The presentation should be 5-10 minutes and discuss the interface feature, why it is good or bad, and support that argument with things we have learned in class. You should choose a specific interface feature, not a whole website.

Hall of Fame / Shame Signup is here.

Snacks

In my classes, we do snacks. People sign up to bring snacks on a given week. It can be any kind of snack you like, home made or store bought. This should not replace your dinner; students (and the instructor) will have a variety of dietary restrictions, but you don’t have to worry about that. Bring what you like, and whomever feels like eating it can partake. You can enter yourself for a date on this list. Feel free to double up (since we have more students than weeks) and coordinate with the other person.

Snack Sign Up Page