

IDIA 612.085 Interaction and Interface Design Fall 2009

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Office Hours: Tuesdays, 3-4:30 PM, and by appointment
Even for office hours, please schedule with me whenever possible to avoid double-bookings and other mishaps.

Description and Objectives

This course acquaints students with professional methods for creating and evaluating useful, usable, and effective user interfaces and with strategies for designing more complex interactions and user experiences with online resources.

By the end of this course, students will have a broad understanding of interfaces and interactivity. They will have analyzed and measured the efficiency of existing interfaces, developed ideas for and prototyped alternative interfaces, researched one or more aspects of interaction for a group project, and built a prototype of that project.

Specific Learning Objectives include:

- Learning to structure applications and interfaces for specific audiences
- Learning to specify the content and/or features of an application or interactive system
- Learning to employ sound principles of User-Centered Design
- Learning to conduct appropriate research (quantitative, qualitative, literature review)

Course Requirements and Policies

Students are expected to attend every scheduled class, complete the reading assignments, and participate actively in discussion. A statement of general academic policies appears on my Web site. That statement is an extension of this document. See <http://iat.ubalt.edu/kaplan/policies.htm>. Please also read the University's policies in the Student Handbook.

Every student is required to create a home page (this file must be named index.htm) in his/her directory on the student server: student-iat.ubalt.edu. All completed work must be posted to that directory and must be linked from the student's home page. If it is not in the right place on the server and if no link to the work appears on the home page, the work will not be counted.

Required Texts

Raskin, J. *The Humane Interface*. Addison Wesley, 2000. ISBN: 0201379376.
Shneiderman, B. and C. Plaisant. *Designing the User Interface*, Fifth Edition. Addison Wesley, 2010. ISBN: 0321537351.
Snyder, Carolyn. *Paper Prototyping*. Morgan Kaufmann, 2003. ISBN: 1558608702.

Plus handouts and on-line assignments TBA

Assignments and Grading Scheme

There are four major and two smaller assignment for this course. Two of the major assignments are individual work and these account for 55% of your course grade. The other two major assignments and the two minor assignments are group work and account for 45% of your grade.

Assignment	due date	weight
Group outline of work	10.10.09	05%
Interface analysis paper	10.24.09	25%
Paper Prototype 1	11.07.09	05%
Research paper	11.21.09	30%
Paper Prototype 2	12.05.09	15%
Group Project and Presentation	12.12.08	20%

Weekly Readings and Assignments

date	readings and assignments due
Sep 12	Raskin, Intro, Chapters 1 & 2; Muller, M.: Participatory Design: The Third Space in HCI [pdf] ; form groups
Sep 19	Raskin, Chapters 3-4
Sep 26	Raskin, Chapters 5-6; Snyder, Chapter 15
Oct 03	Shneiderman and Plaisant, Chapters 1-3; Snyder, Chapters 1-4
Oct 10	Shneiderman and Plaisant, Chapter 4; Snyder, Chapters 7 & 9; Group Outline Due
Oct 17	Shneiderman and Plaisant, Chapter 5-6; Snyder, Chapters 5-6
Oct 24	Shneiderman and Plaisant, Chapters 7-8; Snyder, Chapters 12-14; Interface Analysis Due
Oct 31	Shneiderman and Plaisant, Chapter 9; Snyder, Chapters 8 & 10-11
Nov 07	Paper Prototype 1
Nov 14	Shneiderman and Plaisant, Chapters 10-11
Nov 21	Shneiderman and Plaisant, Chapters 12-14 & Afterward; Research Paper Due

Nov 28	No Class: Thanksgiving
Dec 05	Paper Prototype 2
Dec 12	Group Presentations