

ISE 217
Human Computer Interaction
Dr. Abbas Moallem

General Information

Professor: Dr. Abbas Moallem

Office Hours: by appointment

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Preferred: On the Internet anytime:Abbas.Moallem@SJSU.EDU

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CREDIT: 3 units.

TIME / PLACE: Clark Building 202, 6:00PM - 8:50PM

Goal

To establish a foundation of knowledge of human performance characteristics, computational tools and HCI applications that provides a broad capability to access/evaluate HCI requirements, to design to human-centered design requirements, to assess the impact of the design on performance and product satisfaction, to analyze the design effectiveness, and to generalize design implications to system function. In addition, to advance consideration of special populations of users, computers as prosthetics & orthotics and investigation into the societal impact of ubiquitous computing environments in relation to privacy, security, inequality, embodiment and alienation.

Process: One (140-minutes) Lecture per week, Class Discussion, Group Project and Text Readings

Objectives

- To provide definition and application of human computer interface (HCI) terminology and techniques in design and analysis processes.
- To provide a set of criteria that establishes good HCI practice from poor HCI practice.
- To provide definition of HCI techniques across a broad range of HCI application (workstation to large-scale dynamic control systems).
- To provide the student with access to the journals and professional societies associated with HCI practice.

Requirements

Each class will focus on a different topic on HCI. To prepare for class, each student will be expected to complete the assigned reading assignment.

All students must:

- Attend lecture/discussion session.
- Read all assigned material and submit all assignments by the specified due date.
- Participate in class discussion.
- Participate in team project.

Lecture and Discussion

- All students must attend the 2:50 hours of Lecture/Discussion. Reading and projects are assigned based on schedule.

- Students are required discussion selected topics in class and are expected to be prepared for class.

Teams

Students must form teams to conduct project. Teams will normally have up to 3 members. Some may have 4 members. Each team will receive a grade for each project based on a written report and presentation.

Quizzes

All students must take all 13 quizzes, 1 homework and complete 4 projects.

Projects

Four HCI related projects will be assigned and will be submitted in written format. The second project will be assigned and it should also be presented orally to the class during the scheduled class period.

Reading Material-Textbook

Selected chapters from

The Human Computer Interaction Handbook: Fundamentals, Evolving Technologies and Emerging Applications, Edited by Julie A. Jacko and Andrew Sears, Lawrence Erlbaum Associates, Publishers, 2008 Second Edition, ISBN0-8058-4468-6 (pbk)

Selected Reading and Supplemental Materials

Grading

Class attendance is expected, and grading will reflect attendance and contribution to the overall goals of the course. Students who must miss a scheduled class session are requested to notify Dr. Moallem in advance. Late work will not be accepted, unless lateness is due to illness or catastrophic event. The following weights will apply for determining the student's course grade: The quizzes are administered only at the beginning of each session.

Grading	Point
Class and team participation	60
13 Quizzes @ 10 points each and 1 Homework	140
4 projects @ 100 points each	400
1 Midterm @ 140 points	140
Final Test	260
Total 1000 points	1000
850 points >= A-, A, A+>= 1000 points 700 points >= B-, B, B+>= 849 points 600 points >= C-, C, C+ >=699 points 500 points >= D-, D,	