

CSCI 3002 – Human-Centered Computing Foundations/User-Centered Design and Development 1
Fall 2015

Meeting Time: Tuesday/Thursday, 11am-12:15pm, ITLL 1B50

Instructor: Shaun Kane

Email: shaun.kane@colorado.edu

Web site: <http://shaunkane.info>

Office hours: By appointment, DLC 173A

Teaching Assistant: TBA

Textbook: None

Class web site: <https://moodle.cs.colorado.edu/course/view.php?id=227>

Add code: carrot

Course description: Introduces the practice and research of human-centered computing, including the evolution of human-computer interaction to its forms today and the techniques of user-centered design. The course will survey topics that include social computing; tangible computing; mobility; and more. It will cover computing in society at large with respect to domains such as health, education, assistive technology, emergency response, and environment.

Grading and Assignments

Grading Philosophy: In contrast to some CS classes, many elements of this class are graded based both on the successful completion of the work as well as the quality of the work. Assignments that you turn in should show evidence of careful thought, iteration on your initial ideas (*i.e.*, not turning in first drafts), and should be thoughtfully written and presented. An assignment that meets the requirements but is poorly thought out or presented sloppily will be given an average grade.

Grading design-based assignments is quite different than grading more quantitative assignments, such as those found in other engineering courses. In some courses, following the instructions precisely results in a grade of 100%, with points deducted for each mistake made. In this class, the best learning opportunities come from trial and error, exploring unexpected ideas, and iterating based on what you've learned.

With this in mind, most of the assignments in this class will be graded on a scale of check minus, check, and check plus. In this scheme, most assignments that meet expectations will receive a check; assignments with significant problems will receive a check minus; and assignments that show exceptional creativity or hard work will receive a check plus. Students who wish to receive an A in the course should aim at least to meet expectations for all assignments, and to turn in work that exceeds expectations when possible. I will also provide multiple opportunities for extra credit.

Reading before class: This course draws on a set of diverse (and, in my opinion, interesting) readings. Since we are drawing from interesting and well-written source material, my goal is to minimize the amount of class time I spend reiterating the assigned reading. It is a much better use of our class time to discuss questions and comments about the reading, to connect the reading to real-world examples, and to practice the methods described in the assigned reading.

In order to make the best use of our limited class time, I expect that everyone will come to class having read the assigned reading, and having posted a response to the appropriate forum thread. I will make sure that readings are posted several weeks in advance, so that you have time to read them even if your schedule becomes busy.

Expectation of work: This is a 3-credit course, which means that students are expected to work approximately 6 hours per week outside of class. Note that not every week will involve the same workload. Whenever possible, I will provide assignments early so that students can manage their time effectively. If you feel that you are working significantly more than the expected amount of time each week, please come talk to me during office hours.

Missing class: All students are expected to attend and actively participate in class. Both in-class participation and in-class activities are graded components of this class, and thus you will need to make up any missed activities if you cannot attend class. You will be responsible for finding out what you missed and coordinating with me to make up the work.

Due dates: Except when otherwise specified, assignments listed in the calendar are due the day that they are listed on the calendar. For example, a reading assignment listed on August 22 would be due August 22. Unless otherwise specified, items are due one hour before class, at 10am.

Late assignments: All assignments are due by the date and time specified in the assignment. Late assignments will be accepted at the instructor's discretion. I generally do not provide extensions except in extenuating circumstances, and only if the request for an extension is made ahead of the assignment deadline.

Citing sources: All external resources included in your assignments (images, screen shots, video clips, etc.) MUST be acknowledged in a "works cited" section in your assignment. When collecting resources to use in your assignments, make sure to note where you find them so you don't need to track down items at the last minute. I reserve the right to return without a grade any item that does not properly cite sources used.

Grading Breakdown

Please note that the grading breakdown presented here is approximate. I reserve the right to change the number of assignments or their weight as needed during the semester (for example, removing an assignment due to limited time). Any change that would negatively affect students' grades will only be made with your approval.

- **Group project (35%):** Students will complete a group project involving the design, development, and evaluation of a prototype of a new interactive system. Project milestones will be spread throughout the semester.
- **Individual assignments (35%):** Students will complete several individual assignments to gain additional practice in generating and evaluating design ideas.
- **Reading responses (15%):** Readings will be assigned each week. Each student is expected to read the assigned readings before each class and post at least one comment or question to the associated discussion thread. Comments must be made at least one hour before class.
- **In-class exercises and weekly reports (15%):** Most class sessions will involve some in-class activity. In order to document your own learning, you will complete a brief weekly report documenting your work in and out of class. If you miss class, you will be expected to make up the missed in-class activity.

For additional policies, see the course web site: <https://moodle.cs.colorado.edu/course/view.php?id=227>