Course Objectives
The overall objectives of this course are:

♦ to develop your skills in the area of user-centred design
♦ to provide the background knowledge about how people think and process information
♦ to give you the knowledge necessary to evaluate systems for their usability
♦ to give you the capability of carrying out a user-centred system design
♦ to give you an awareness of tools, methods, and techniques
♦ above all, maintain a real-world perspective to applying this knowledge in industry

Readings and Materials

Required reading
Other articles are available electronically through the UNSW MyCourse web site (link on class web site). See the reading list that will be made available on the class web site.

Recommended reading

Required materials
A4 sized, bound book for your design diary, preferably without lines. You will record your evolving design work in your diary. It will be reviewed as part of assignment checkpoints and assessment activities.

Recommended materials for design/evaluation assignments
Butcher's paper (or other large paper), variety of coloured marking pens, sticky notes (e.g., Post-It™), scissors

Educational Approach
In this subject, the texts and electronic readings are used to present conceptual knowledge, the lecture is used to both model the application of the knowledge to sample problems, and to provide practice opportunities. Tutorials will be used to facilitate group discussion of lecture and reading material as well as provide practical activities related to the course. Tutorial time slots are also periods for assignment project mentoring and assignment checkpoint verification. Laboratories provide an opportunity to apply your knowledge to selected practical aspects of Human Computer Interaction. The assignments will exercise the knowledge and the final examination will assess your understanding.
This year we are introducing several new initiatives and realigning the content to better meet learning needs. We have restructured the assignment workflow so that feedback is more immediate, providing mentoring in fortnightly tutorial/laboratories. Course content is more closely related to the textbook, Interaction Design in order to provide a more consistent resource for your learning.

**Lectures**
The intention is not for lecture to reiterate the text material but to re-activate it, re-represent it, elaborate it, and demonstrate the application of it to design. This implies, and it will be assumed, that you have done the reading prior to lecture. If you have questions about the reading, the lectures, or the interrelation between the two, make sure that you ask. Bring your design diary to lectures.

**Tutorials and Laboratories**
There will be a 2-hour tutorial/laboratory held in the Computer Human Interaction Laboratory (Ground floor K17). Your tutorial/laboratory timeslot will be held on alternate weeks, starting in either week 2 or 3 (depending on the group that you are assigned to eg. wed10-even). You will have nominated your time slot using the NSS enrolment system. Note that the final character ‘o’ or ‘e’ indicates whether your time slot is in even or odd week.

Not all time slots will be available in odd and even weeks. If tutorial/laboratory class numbers are considered low, the class will be cancelled and students will need to register for a different time slot.

Laboratory/tutorial time slots are different for postgraduate and undergraduate groups. Attendance is required and is recorded, and counts in part, towards individual participation.

We will generally refer to these as Tut/Lab 1 through Tut/Lab 6. There is no tutorials or laboratories in Week 1, the mid session break and week 10.

Tutorials provide an opportunity for group discussion. Preparation for your tutorial and laboratory will be required before coming to class. Specific laboratory exercises will be provided and the practical component will be completed in your timeslot. The activities will require preparation beforehand. Laboratory and tutorial work may be assessed as part of the final examination and can contribute towards your individual participation mark.

For assignment 2 and 3, the tutorial/laboratory time will be used to assess assignment checkpoints (which are given satisfactory, marginal or unsatisfactory grades). All assignment 2 and 3 deliverables are to be due at the beginning of your scheduled tutorial/laboratory time. This means that you will have two weeks between each checkpoint.

Tut/lab 6 (either Week 13 or 14) will be used to present your final assignment 2/3 design.

**Assignments**
Assignment 1 will be based on a field trip that you will undertake to the Power House Museum. The assignment is to be carried out individually.

Assignments 2 and 3 will give you an opportunity to practice going through an entire user-centred design process, from the initial analysis, to design and evaluation, and then finally refinement. Assignment teams will be formed with other students from your tutorial/laboratory group. Teams will typically consist of 4 people, given the volume of work expected.

Assignment 2 will involve conducting initial analysis to gather user requirements, creation of the specification for an initial design, the development of first-pass paper mock-ups, peer review of other projects and user evaluation of preliminary designs. Assignment 3 will explore the refinement of the paper mock-up design based on usability walkthroughs and user testing. The final paper design concept will demonstrate how you have improved your design using user centred design principles. These assignments are broken down into smaller deliverables (checkpoints) that are verified in your scheduled tutorial/laboratory.

Groups will consist of people from the same tutorial time slots. Assignment only strand students will need to find partners in the lecture time slot. The group will present their work in designated tutorial time slots in Week 13 or 14.

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Figure 1. Assignment teams will consist of 4 people from the same tutorial group.
Assessment

All components listed below are compulsory. The assessment is split into individual and group components contributing to 65% and 35% of your final assessment, respectively. A participation weighting will be applied to the individual component to acknowledge students who regularly participate and/or complete the assigned exercises (tutorial/lab attendance, on-line exercises, design diary and other submissions). A team assessment weighting will be applied to each student to appropriately distribute the marks based on their contribution to the team. A peer assessment will be provided by each student to calculate the team weighting and will not be disclosed to other students. It is important that teamwork is managed effectively to fairly distribute the tasks at the outset and have consensus as to what an equal share of work equates to and how the team will measure this.

<table>
<thead>
<tr>
<th>Task</th>
<th>Percentage</th>
<th>Due Dates (Tues)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Individual</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Assignment 1</td>
<td>10%</td>
<td>Week 4</td>
</tr>
<tr>
<td>Assignment 4</td>
<td>10%</td>
<td>Week 11</td>
</tr>
<tr>
<td>Final Exam*</td>
<td>45%</td>
<td></td>
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<tr>
<td>Team Work</td>
<td></td>
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<tr>
<td>Assignment 2</td>
<td>15%</td>
<td>Check Points in tutorial/lab 2,3,4</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Group Assessment Week 8-9</td>
</tr>
<tr>
<td>Assignment 3</td>
<td>20%</td>
<td>Check Point in tutorial/lab 5</td>
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<tr>
<td></td>
<td></td>
<td>Group Presentation Week 13-14</td>
</tr>
</tbody>
</table>

*Note: you must achieve at least a pass on the examination to pass the subject. It will be possible to fail this subject even if your overall mark is greater than 50.

The weightings will apply to 50% of your individual or team assessment.

\[
\text{Weighted}_\text{individual} = (0.5 \times \text{individual}) + (0.5 \times \text{individual} \times \text{participation\_weighting})
\]

\[
\text{Weighted}_\text{team} = (0.5 \times \text{team}) + (0.5 \times \text{team} \times \text{team\_participation\_weighting})
\]

\[
\text{Final\_mark} = \text{Weighted}_\text{individual} + \text{Weighted}_\text{team}
\]

where

\[
\text{participation\_weighting} = 0.0\ldots1.0
\]

\[
\text{team\_participation\_weighting} = 0.0\ldots1.0
\]

Differences Between COMP3511 and COMP9511

All students will be required to complete Assignments 1, 2, 3 and 4 and the final examination. All COMP3511 students and the majority of COMP9511 will attend fortnightly tutorial/laboratory. A small number of COMP9511 students can, with appropriate justification, choose to take assignments in place of the fortnightly tutorial/laboratory (Assignment Only Strand).

We expect that COMP9511 students are enrolled in a postgraduate program and will have more experience compared with COMP3511. COMP9511 students are expected to be self-motivated to review the literature beyond the textbook and be able to provide in-depth discussion of other literature in tutorials. Through your experience we encourage you to share your understanding of the practical, research and broader implications relating to business and information technology that are relevant to user interface design. This should also translate into more in-depth and succinct critique in assignment exercises.

Note that tutorial/laboratory time slots are different for COMP3511 and COMP9511 allowing content to be fine-tuned for the different audiences.

Assignment teams for Assignments 2 and 3 must consist of members from the same course code and from the same tutorial time slot.

Assignment Only Strand (COMP9511 Only)

COMP9511 students who choose to do the assignment only strand will need to register. Other assignments will be provided in lieu of laboratory/tutorial activities.

You will not be permitted to change status after Week 4. Registration details will be announced on the class web site.
Design Diary

The contents of your design diary will be considered as part of the assignment assessment. Assessors will be looking for how well you have documented and conceived designs and used techniques described in class (scenarios, workflow diagrams etc.). You are expected to analyse other user interface design ideas and include your analysis in the design diary. Tutors may review your design diary.

Late submission of assignments

Assignment must be submitted on the due date. Assignments received more than 5 days after the due date will be given zero marks and not marked.

Assignments submitted late are subject to the following penalty: For each calendar day late, 10% of the total grade is deducted from your overall assignment mark. Beyond 5 days the assignment will be given zero marks.

Special consideration will require appropriate medical documentation. Forms are available from New South Q.

Electronic and Paper Submission

All assignments must be submitted electronically. Details regarding electronic submission will be made available on the class web site.

Class Web Site

This session we will be using a new course management package called moodle. We have used it for COMP4511 User Interface Design and Construction with positive outcomes and we will trial some of the modules in Human Computer Interaction.

You will be e-mailed a tutorial/laboratory group specific key, which is used for one-time enrolment into the course web site.

Steps

Once you have received your enrolment key

1. Visit the class web site www.cse.unsw.edu.au/~cs3511 or www.cse.unsw.edu.au/~cs9511
2. Use your CSE login (eg. wxyz123) and password to access the site
3. Type in the one time enrolment key
4. Press the enrolment in this course button

Important Dates

<table>
<thead>
<tr>
<th>Week</th>
<th>Week Commencing</th>
<th>Lecture Date</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>25/7/04</td>
<td>27/7/04</td>
<td>Lectures commence. No tutorial/laboratory</td>
</tr>
<tr>
<td>2</td>
<td>1/8/04</td>
<td>3/8/04</td>
<td>Even week tutorial laboratories commence  Form assignment teams in tutorials.</td>
</tr>
<tr>
<td>3</td>
<td>8/8/04</td>
<td>10/8/04</td>
<td>Odd week tutorial laboratories commence  Form assignment teams in tutorials.</td>
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<tr>
<td>4</td>
<td>15/8/04</td>
<td>17/8/04</td>
<td>Assignment 1 Due 17/8  Assignment Checkpoint 1 – even week teams</td>
</tr>
<tr>
<td>5</td>
<td>22/8/04</td>
<td>24/8/04</td>
<td>Assignment Checkpoint 1 – odd week teams</td>
</tr>
<tr>
<td>6</td>
<td>29/8/04</td>
<td>31/8/04</td>
<td>Checkpoint 2 Initial sketches - even</td>
</tr>
<tr>
<td>7</td>
<td>5/9/04</td>
<td>7/9/04</td>
<td>Checkpoint 2 Initial sketches - odd</td>
</tr>
<tr>
<td>8</td>
<td>12/9/04</td>
<td>14/9/04</td>
<td>Assignment 2 in lab evaluation – even  Assignment team assessment - even</td>
</tr>
<tr>
<td>9</td>
<td>19/9/04</td>
<td>21/9/04</td>
<td>Assignment 2 in lab evaluation – odd  Assignment team assessment - odd</td>
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<tr>
<td></td>
<td>26/9/04</td>
<td>Mid Session Break</td>
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<tr>
<td>10</td>
<td>4/10/04</td>
<td>6/10/04</td>
<td>Public holiday Monday. No tutorial laboratory.</td>
</tr>
<tr>
<td>11</td>
<td>11/10/04</td>
<td>13/10/04</td>
<td>Checkpoint 4 - odd</td>
</tr>
<tr>
<td>12</td>
<td>18/10/04</td>
<td>20/10/04</td>
<td>Checkpoint 4 - odd</td>
</tr>
<tr>
<td>13</td>
<td>25/10/04</td>
<td>27/10/04</td>
<td>Presentation - odd</td>
</tr>
<tr>
<td>14</td>
<td>1/11/04</td>
<td>3/11/04</td>
<td>Presentation - even</td>
</tr>
</tbody>
</table>
Consultation

Consultation is for communicating with the lecturer or tutor about course content issues and suggestions. Office consultation times with Daniel Woo or Nadine Marcus will be posted on the class web site. Short questions can be answered in breaks during or after lecture. Please be prepared and have any necessary supporting materials and you are encouraged to demonstrate some conceptualisation of the problem in your design diary. If the question is not personal feedback, please ask during lecture.

Your tutor is your primary mentor for your assignment work and you should speak with them in your allocated time slot.

Administrative or procedural questions (such as laboratory registration and assignment submission) should be directed to cs3511@cse.unsw.edu.au.

Electronic mail is used for additional topic discussion. Forums will be enabled on the class web site.

Note that official course e-mail is sent to your assigned CSE e-mail address. It is your responsibility to check your CSE e-mail account. Use your official CSE e-mail address in all correspondence. We may not reply to e-mail sent from non-CSE e-mail addresses.

Notices

All students are expected to comply with University rules for independent and original work. Any evidence of disallowed collaboration or plagiarism will result in, at the very least, the loss of some or all marks. The yellow sheet that was signed on enrolment or provided as part of your CSE login process describes the School’s policy on this issue. Every student must have signed such a sheet and submitted it to the school office before a computer account can be allocated. For details, check with the Computer Science Office.

Any request for consideration must be documented and submitted through the proper channels. An absence for an assignment deadline examination must be accompanied by a medical certificate and filed through the student office. Advance notice is required for any anticipated problems, prompt notice is required for any unanticipated problems. Any requests for extensions on assignment deadlines must be documented. Note that extra demands on time outside of school are not considered sufficient excuse, as there is ample time for assignment preparation. Recognise that people get sick, particularly near exam time. Allow for that in your schedule.

The university supports the right of all people to work and study in an environment that is free from harassment. If you feel you are being harassed, you are encouraged to do something about it; report it to the instructor, or contact the EEO unit.