Unit objectives

- Or [ims3470-unitInfo.html](http://ims3470-unitInfo.html)

The teaching team:

UNIT LEADER
- Dr Kathy Lynch ([http://www.sims.monash.edu.au/staff/klynch](http://www.sims.monash.edu.au/staff/klynch)): My teaching and research interests related to HCI revolve around the development and evaluation of information systems, and emerging environments and interfaces, including virtual reality. Other research interests include the use of ICTs in education and business, mobile ICTs, collaborative skills, and studio-based teaching and learning.

The teaching team:

- Jacob Zhivov
  - Has done the unit and has tutored in IMS3470 a number of times
- Pam Spink
  - Industry and tutoring experience

Teaching: IMS3470 + CSE3030

- Delivery
  - Lectures
  - Face-to-face discussions
  - Online (content, discussion, audio)
- Attendance
  - Nothing is compulsory at University, but it is highly advisable to attend all scheduled face-to-face lectures and tutorials
  - Online content is explored at a time suitable to the student
- Technicalities
  - Standard html, WebCT (for interactivity) [authcate]
Something different

- ~90 enrolled students
- Attendance drops off around week 5
- Common to have only 10-20%

So, experiment
- Forums or “content-in-context discussions” in specific weeks instead of formal lecture
- However, to get the most out of the active discussion any pre-reading or activities need to be completed prior to attending the forum. Lurking is not encouraged.
- All other weeks will have content online and may have accompanying audio (MP3 format)

Schedule (TBC)

<table>
<thead>
<tr>
<th>Week</th>
<th>Topic</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Introduction – citation and plagiarism</td>
</tr>
<tr>
<td>2</td>
<td>HCI background and theories – standards and guidelines</td>
</tr>
<tr>
<td>3</td>
<td>HCI background and theories – colour, Fitts Law, memory, models</td>
</tr>
<tr>
<td>4</td>
<td>Designing HCI – methods</td>
</tr>
<tr>
<td>5</td>
<td>Designing HCI – usability: Norman, Shneiderman, Preece</td>
</tr>
<tr>
<td>6</td>
<td>Designing HCI – evaluation, Nielsen, metaphors, icons</td>
</tr>
<tr>
<td>7</td>
<td>Interaction styles – direct manipulation, conversation, wimp</td>
</tr>
<tr>
<td>*</td>
<td>Guest speaker (TBC)</td>
</tr>
<tr>
<td>*</td>
<td>Mid Semester Break</td>
</tr>
<tr>
<td>*</td>
<td>Designing for diversity – accessibility, Web Vs non web</td>
</tr>
<tr>
<td>*</td>
<td>TBA</td>
</tr>
<tr>
<td>*</td>
<td>Unit review – emerging interaction devices</td>
</tr>
</tbody>
</table>

Assessment

Assignments - 40%
- Electronic and paper submission
  - Assignment 1 - 15% (Individual). Due: 5pm Friday week 5
    - Report on the application of HCI theory on two common objects or software applications.
  - Assignment 2 - 25% (Group; Peer weighted). Due: 5pm Friday week 12
    - The design and development of the user interface for a specific product or organisation, including the conduct of a usability test.

Formal examination – 60%
- 40% rule
- Plagiarism

Resources

- Highly recommended text:
  Preece, J et al (1994) Human-computer interaction. Addison-Wesley (~$85)
- Others:
  - Others readings and resources will be listed in the lecture and tutorials.