Faculty of Information Technology
Caulfield School of Information Technology
Semester 1, 2006
UNIT OUTLINE

Unit: IMS5302, Human factors and usability


Unit webpage: http://www.sims.monash.edu.au/subjects/ims5302

Staff:

<table>
<thead>
<tr>
<th>Lecturer</th>
<th>Julie Fisher</th>
</tr>
</thead>
<tbody>
<tr>
<td>Room</td>
<td>Building H  H7.42 - Caulfield Campus</td>
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<td><a href="mailto:Julie.fisher@infotech.monash.edu.au">Julie.fisher@infotech.monash.edu.au</a></td>
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</tbody>
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<table>
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<tr>
<th>Tutors</th>
<th>TBA</th>
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<tbody>
<tr>
<td>Room</td>
<td>H5.102 - Caulfield Campus</td>
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<tr>
<td>Phone</td>
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<td>Email</td>
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Contacting staff: Outside the scheduled class contact hours, you can contact teaching staff by email, phone, during their consultation hours (available on unit webpage or at Caulfield School of Information Technology Front desk) or by making an appointment.

If you need a staff member urgently and are unable to contact them, please contact:
Front desk, Level 7 – Building H, Ph: 9903 2208

Aim: This unit provides a detailed understanding of user interface design principles and practices for computer-based systems. The principles behind usability design application of theories, principles and guidelines for incorporating human factors in computer systems design is explored. The unit examines issues in system interface design from various perspectives and how to manage this during systems development. It explores contemporary issues in interface design, establishes principles for effective design, how to build usable systems and conducted usability testing. The application of human factors design in other environments such as virtual reality and mobile devices will be covered.

Prerequisite knowledge: The knowledge and skills acquired from the study of at least 24 points of a Masters in IT or a completed IT undergraduate degree.

Other references:
These are included in the lecture/tutorial notes usually on a theme basis.

Unit structure and organisation:
This unit is structured according to themes rather than into weeks, the themes are delivered in blocks and delivered by the academics.

Unit structure by theme

<table>
<thead>
<tr>
<th>Theme</th>
<th>Textbook Chapters</th>
<th>No. of Lectures</th>
</tr>
</thead>
<tbody>
<tr>
<td>Background and underpinning theories</td>
<td>S&amp;P chapter 1, 2</td>
<td>2</td>
</tr>
<tr>
<td>Design processes and practice</td>
<td>S&amp;P chapter 3, 5</td>
<td>2</td>
</tr>
<tr>
<td>Evaluation and usability</td>
<td>S&amp;P chapter 4, 13</td>
<td>1</td>
</tr>
<tr>
<td>Interface styles</td>
<td>S&amp;P chapter 6, 7, 8</td>
<td>3</td>
</tr>
<tr>
<td>Design issues</td>
<td>S&amp;P chapter 11, 12</td>
<td>2</td>
</tr>
<tr>
<td>Visualisation</td>
<td>S&amp;P chapter 14</td>
<td>1</td>
</tr>
<tr>
<td>Guest speakers</td>
<td></td>
<td>2</td>
</tr>
</tbody>
</table>

NB. This is subject to change

Lecture notes and tutorial activities will be available on the unit Web site by the Friday prior to the lecture.

Workload:
This is a six point unit which, according to University guidelines, requires you to spend 12 hours per week (a total of at least 156 hours per semester). The anticipated workload is:

- 2 hours per week lecture
- 1 hour per week tutorial (most weeks)
- 7 hours per week preparation, online contributions and assignments
- 2 hours per week reading

Assessment:

Formal Supervised assessment (50%)
- Critical analysis practice task undertaken in tutorial time (5%)
- Critical analysis task 1 undertaken in tutorial time (10%)
- Critical analysis task 2 undertaken in tutorial time (15%)
- Presentation of final assignment presented as a report to management (10%)
- Active and constructive participation in tutorials, including reading tasks (10%)

Non supervised assessment (50%)
Assignment 1. (25%) Development methods. This is an individual assignment. Due date: 5pm Friday April 14th, 2006
Assignment 2. (25%) Theory into practice. This is a group assignment of no less than three members per group and no more than four Friday May 19th, 2006
Note:

- Assignments in this unit are no less important than those of other units. Your inability to manage your time or computing resources will not be accepted as a valid excuse. (Several assignments falling due at the same time is often unavoidable.)
- Backup copies are required to be made of all assignments and retained for 12 months, in case of loss.
- Hardware failures are not normally recognised as a valid reason for obtaining an extension or handing in a late assignment.

Assessment Notes

1 Acknowledgment of sources

Each time you complete any assessment, please refer to and make yourself familiar with the most current information regarding acknowledgement of sources, plagiarism and academic conduct contained in the SIMS Policy website.

http://www.sims.monash.edu.au/policies

2 Assignments

2.1 Standards for presentation

All printed assignment work must be word processed and meet the standards set out in the assignment. Refer also to the School of Information Management and Systems guidelines for writing assignments for additional information on presentation standards:


2.2 All assignments must include an appropriate signed SIMS assignment cover page. See the SIMS web site for downloadable copies of SIMS assignment cover pages www.infotech.monash.edu.au/ade

2.3 Extensions

If you believe that your assignment will be delayed because of circumstances beyond your control such as illness, you should apply for an extension prior to the due date. All applications for extensions must be made in writing to your lecturer. Medical certificates or other supporting documentation will be required.

Late assignments submitted without an approved extension may be accepted (up to one week late) at the discretion of your lecturer, but will be penalised at the rate of 10% of total assignment marks per day (including weekends). Example:

Total marks available for the assignment = 100 marks
Marks received for the assignment = 70 marks
Marks deducted for 2 days late submission (20% of 100) = 20 marks
Final mark received for assignment = 50 marks

2.4 Submission of assignments

Assignments can be submitted in one of a number of ways:

a) placing in your tutor’s mailbox (Caulfield, Building H, level 5) on or before the due date, or
b) giving it to your tutor during tutorial class.

2.5 Return of assignments
Assignments will either be returned in specified tutorials during semester or via the Front desk collection system outside semester. In general, assignments will be returned within two to three weeks of the due date.

3 Student Academic Grievance Procedure

If you have a concern or issue about aspects of your assessment or other academic matters, you are encouraged to follow the Student Academic Grievance Procedure: http://www.sims.monash.edu.au/policies

4. Pass requirements

The 40% rule applies to units and determines the final result for a student where the student's performance in either the examination or assignment component of the unit is unsatisfactory. Students need to be aware of the 40% rule which is:

In order to pass a unit, a student must gain all of the following:

- at least 40% of the marks available for the formal supervised assessment component:
- at least 40% of the marks available for the assignment component.
- at least 50% of the total marks for the unit

Where a student gains less than 40% for either the examination or assignment component, the final result for the unit will be no greater than ‘44-N’.

5. Grades

The grades awarded by the Faculty of Information Technology are:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Code</th>
<th>Marks</th>
</tr>
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<tbody>
<tr>
<td>High Distinction</td>
<td>HD</td>
<td>80-100</td>
</tr>
<tr>
<td>Distinction</td>
<td>D</td>
<td>70-79</td>
</tr>
<tr>
<td>Credit</td>
<td>C</td>
<td>60-69</td>
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<tr>
<td>Pass</td>
<td>P</td>
<td>50-59</td>
</tr>
<tr>
<td>Fail</td>
<td>N</td>
<td>0-49</td>
</tr>
<tr>
<td>Near Pass</td>
<td>NP</td>
<td>45-49 (may be awarded by Board of Examiners only)</td>
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<tr>
<td>Deferred</td>
<td>DEF</td>
<td>-</td>
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<tr>
<td>Withheld</td>
<td>WH</td>
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