INSC 588: Human-Computer Interaction
Class Meetings: Tuesday, 6:30-9:10 PM
Meetings: Virtual via Zoom
Spring 2018

Instructor: Professor Dania Bilal
Office Hours: By Appointment
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CATALOG DESCRIPTION
This course is an introduction to the field of human-computer interaction with a focus on the design and evaluation of the interfaces to information systems. Students will be introduced to the topics of interaction design, describing user competencies, defining user requirements, user interface design and evaluating interaction success. In addition, they will gain hands-on experience with user interviewing and user interface design specifications and test construction.

COURSE DESCRIPTION
HCI is rooted in human psychology. Good understanding of design principles and guidelines and their effective application requires knowledge of their scientific underpinnings. Therefore, the course will start with covering theoretical topics. The emphasis will be on applied user experience (UX) design. However, the course will start by discussing fundamental aspects of human perception and cognition and linking them with design principles. The course will present an iterative evaluation-centered UX lifecycle and will introduce you to a broader notion of user experience, including but not limited to usability, usefulness, and emotional impact. The UX lifecycle activities cover contextual inquiry and analysis, gathering user requirements and extraction, design-informing models, design thinking, ideation, sketching, conceptual design, and formative evaluation.

STUDENT OUTCOMES
Students who complete this course will be able to demonstrate awareness, knowledge, and/or understanding of:
1. theories and the fundamentals of human perception and cognition and their implications for user experience and interface design;

2. research methods to learn about user needs, information behaviors, and use of technologies;
3. interface design guidelines and evaluating interfaces;
4. methods for designing and prototyping user interfaces using appropriate software tools;
5. basic skills in using usability software for capturing user interaction; and
6. strengths and weaknesses of interfaces and providing suggestions of how to improve them.

Special Note: Occasionally, I get students with considerable experience in HCI/UX. If you are one of these students, you are still welcome to participate in this course, but be mindful that this is not an advanced course in HCI/UX.

REQUIRED TEXTBOOK
Rex Hartson and Pardha Pyla. 2012. *The UX Book: Process and Guidelines for Ensuring a Quality User Experience.* (Book website: http://www.theuxbook.net/. The book is available for purchase from many online stores such as http://www.amazon.com. Price: $77 for hard copy; $44 for used copy. A new edition is coming out sometime in 2018.

OTHER REQUIRED READINGS
Johnson, J. (2014). *Designing with the Mind in Mind: Simple Guide to Understanding User Interface Design Guidelines.* 2nd ed. Amsterdam: Elsevier. For detail, visit: Please visit https://www.elsevier.com/books/designing-with-the-mind-in-mind/johnson/978-0-12-407914-4

Norman, D. (2013). Design of Everyday Things: Revised and Expanded. New York: Basic Books.
https://www.amazon.com/Design-Everyday-Things-Revised-Expanded/dp/0465050654

Additional readings may be assigned throughout the semester.

For interface prototyping and wireframes, read this article:

Top 20 prototyping tools. https://blog.prototypr.io/top-20-prototyping-tools-for-ui-and-ux-designers-2017-46d59be0b3a9

COURSE DESIGN
Class time will be divided between lectures, discussions, and activities to demonstrate techniques and principles and to practice what has been learned.. The part of class time used for lectures will be devoted to *highlightin*g course materials, questions and answers, and discussions. The composition of individual class meetings will differ somewhat throughout the semester. Reading the assigned materials is highly recommended before each class session so that students will be able to participate in class constructively. Ten percent of the grade is allotted to class participation, discussions, and in-class activities.

Outside of the classroom
Students will acquire in-depth hands-on experience in UX by working on a semester-long team project to develop a product for a "real client." The project is divided into different parts

and the due date for submitting each part is shown in the course schedule. It is the students' responsibility to keep track of due dates and to ask me when in doubt. Other work outside of the classroom includes, but is not limited to, weekly readings.

This course adopts an active learning approach. Students are required to complete all required readings on time, attend all class lectures, complete assigned activities and projects, and participate in all class discussions and activities. There will be invited guest speakers and attendance of their lectures is required.

CLASS LECTURE NOTES & ASSIGNMENTS
The lecture slides and assignments/projects/class activities will be posted on Canvas Files. You have my permission to print a copy of the lecture notes for your personal use.

COMMUNICATION
I will communicate with you through your UTK email address. If you prefer to use another address, consult the OIT Helpdesk to obtain directions for forwarding your UTK mail to your preferred address if you don't wish to check both accounts.

COMPUTING REQUIREMENTS
You must have adequate computing skills, including but not limited to use of word processing, Web browsers, e-mail, listservs, Canvas, and Zoom software. You must learn how to submit your assignments using Canvas. The Office of Information Technology (OIT) provides training classes in using varied technologies for students at no charge (advance registration is required). You must obtain a UT email account and subscribe to the SIS student listserv as soon as possible. In addition, you must have the PowerPoint Reader or the regular PowerPoint software installed on your computer in order to download the lecture notes from Canvas.

Other Requirements
- Students must have an adequate level of computing skills, including but not limited to, use of Microsoft Office suite or equivalent, web searching, searching online databases, sending and receiving email using appropriate email etiquettes, subscribing to listservs including SIS listserv, as well as using Zoom and Canvas.

- Students must have and use a UTK email account.

- Students must have access to a PowerPoint Reader, PowerPoint, Prezi or equivalent to download lecture notes.

- Students must have computers that are equipped with **microphones**. Please test your computer audio by running the Zoom Audio Wizard before attending each class session. This will help sync the computer audio in Zoom and ensure a quality audio on both sides during class. Students may need to use headphones to receive a better sound quality.

- Students who attend class using a wireless network should ensure that the network has the highest transmission quality. They should also be near the network's router to capture good audio and video signals and to overcome possible screen freezing problems. Students must attend class in a quiet area with no background noise (e.g., TV, music, pitch sounds).

- Students may need to close all computer windows to obtain a good and immediate screen

display of lecture slides or to view the apps that are screen-shared in class.

- Students should use hard-wired computers, if the wireless connection is weak. Students **must not attend class on their mobile** devices while driving. Those who do, however, are responsible for any issues or problems they may experience. Please note that attending a class using your cell phone or other mobile devices may compromise the quality of the quality of the audio and video. The instructor is not responsible for this problem. It is your responsibility to ensure you obtain a good quality signal during class attendance.

CLASS ATTENDANCE POLICY

Missing classes or failing to participate class will lower your grade; frequent constructive participation will raise the grade. Regular attendance is required and necessary. A substantial portion of your grade (10%) is assigned to attendance and constructive participation in activities in and outside of the classroom as indicated by the instructor. Unexplained absences will affect your grade. If you will be absent from class, you must:

- Inform me in advance or as soon as possible after class;
- Submit any work due from the missed class period;
- Listen to class recording;
- Obtain notes, handouts, etc. from Canvas and/or classmates as applicable;

Acceptable reasons for absence from class include:

- Illness, serious family emergencies, special curricular or job requirements (e.g., conferences), severe weather conditions, religious holidays, participation in official university activities such as music performances, athletic competition or debate, and imposed legal obligations (i.e., jury duty, subpoena).

Missing more than one class meeting for reasons other than those listed above will have a negative impact on your course participation grade; a **reduced credit of 5 points** will be deducted from the total grade.

COURSE POLICY

The course is delivered live via Zoom and asynchronously using Canvas for supporting materials and interactions. There will be some sessions delivered asynchronously (previously recorded), which will be announced in advance. You may use **Chat** during the course to ask questions, make comments, or participate in the class discussion. However, I prefer that you SPEAK in class instead. Please refrain from using Chat for non-class related conversations. I ask that you remind yourself to turn off the **sound** in Zoom on your computer after you finish speaking. See also Computing Requirements, Other Requirements for additional information.

E-MAIL NOTIFICATION

I will use email as the main means of communication with students. You will be responsible for checking your email regularly. Do not expect to receive an immediate reply to a question. Particularly, do not expect to get answers to questions about homework or the project within the last few hours before the homework or project is due, unless the question is a simple one. When you email me, please include INSC 588 in the subject line of the email so that I can identify your emails from my overloaded inbox quickly. Check the Spam folder of your email in

case I send you email and you do not see it in the inbox messages. However, if you use your UTK Vols email account, you should not experience problems receiving my emails.

COLLABORATIVE WORK
Students are encouraged to use Google Docs, Google Hangouts, or equivalent applications to work collaboratively on assigned projects or activities outside of the classroom. Students may create their own user groups to work collaboratively outside of the classroom using Google+, Yahoo Groups, or other social media of interest to them.

EXPECTATIONS
Students are responsible for identifying clients to assess their needs and create product prototypes based on these needs. This means that students will collect data from the clients in real-world situations, on-site and face-to-face. HCI is about designing and testing interfaces from users' perspectives. Therefore, students who are unable to meet this expectation are advised to drop the course.

Students must submit class activities in Canvas and on time. Emailing activities is not acceptable. A past due activity will incur a reduced credit of **five points**.

This course introduces the students to basic research methods and their applications to HCI. Students should seek additional knowledge beyond the basic offered in class by reading appropriate materials as needed.

SUBMISSION OF PROJECTS/ASSIGNMENTS
All assigned class activities must be submitted in Canvas by 11:59 p.m. on the due date as indicated in the Course Schedule. Before submitting an assignment, name and save it as follows:

LastnameFirstinitial-588-assignment or project name
Example 1: BilalD-588-assignment1

For a group project, use the example below to name the project's document:

Example2: Bilal-Dosch-Esterwood-588-project 1

All submissions should be in Word or equivalent with file extension .doc or .docx.
Do not use RTF or PDF or HTML any other file format in saving a document. Assignments that **do not bear .doc** or .**docx** will be rejected. Paginate each assignment.

All documents should include on the front page your name (spelled in the same way as in the course roster), course number/name, instructor's name, semester, and the date of submission. For group work, include on the front page all group member names, your project group number, and your project short name (or title). Paginate your assignment

Assignments without names on the first page will be rejected.

Documents that are not in line with the submission guidelines will be rejected.

TROUBLINGSHOOTING
If you experience Zoom or Canvas connectivity problems, please contact OIT at 865. 974. 9900 or complete a help form online at http://remedy.utk.edu/contact. Note that OIT office is not open 24/7; therefore, plan to connect to ZOOM at least 30 minutes before class time. You may also contact Becca Bryan (**rbryan1@vols.utk.edu**), the DE support specialist for this course.

CLASS ENGAGEMENT AND INTERACTION RULES
You are highly encouraged to participate in class by sharing constructive ideas and related experiences, engaging in class discussion and collaborating with peers to solve certain problems or simulate situations. M a k e sure that when you participate in class, you do not take up time from other classmates so that they can also contribute their ideas.

INCLEMENT WEATHER
"*The chancellor (or appointed representative) may officially close or suspend selected activities of the university because of extreme weather conditions. When a decision to close is made, information is distributed to the campus community, shared with local media, and posted on the front page at http://utk.edu.* SIS will cancel classes when UT is closed. Please check the SIS student listserv (UTKSIS-L@LISTSERV.UTK.EDU), UT website, and/or UT Facebook page for messages about closing.

DISABILITIES THAT CONSTRAIN LEARNING
Any student who feels he or she may need an accommodation based on the impact of a disability should contact the Office of Disability Services (ODS) at 865.974.6087 in 100 Dunford Hall to document their eligibility for services. ODS will work with students and faculty to coordinate reasonable accommodations for students with documented disabilities.

COPING WITH STRESS AND PERSONAL HARDSHIP
The university's Student Counseling Center offers a range of services to students that meet the requirements at no charge. Visit the Center's website to learn about the services offered (https://counselingcenter.utk.edu/clinical-services/counseling-services/). You may also contact the Center by phone at 865.974.2196 or send email to (counselingcenter@utk.edu).

CIVILITY
Civility is genuine respect and regard for others: politeness, consideration, tact, good manners, graciousness, cordiality, affability, amiability and courteousness. Civility enhances academic freedom and integrity, and is a prerequisite to the free exchange of ideas and knowledge in the learning community. Our community consists of students, faculty, staff, alumni, and campus visitors. Community members affect each other's well-being and have a shared interest in creating and sustaining an environment where all community members and their points of view are valued and respected. Affirming the value of each member of the university community, the campus asks that all its members adhere to the principles of civility and community adopted by the campus: http://civility.utk.edu/

DIVERSITY STATEMENT

"The College of Communication and Information recognizes that a college diverse in its people, curricula, scholarship, research, and creative activities expands opportunities for intellectual inquiry and engagement, helps students develop critical thinking skills, and prepares students for social and civic responsibilities. All members of the College benefit from diversity and the quality of learning, research, scholarship and creative activities is enhanced by a climate of inclusion, understanding and appreciation of differences and the full range of human experience. As a result, the College is committed to diversity and equal opportunity and it recognizes that it must represent the diversity inherent in American society. The College is acutely aware that diversity and fairness are foundations that unite the College's faculty, staff, students, and the larger communication and information community."
http://www.cci.utk.edu/diversity-statement

ACADEMIC INTEGRITY

Students should be familiar and maintain their *Academic Integrity* described in http://hilltopics.utk.edu/files/Hilltopics%202015-16.pdf , p. 15 as: "*Study, preparation and presentation should involve at all times the student's own work, unless it has been clearly specified that work is to be a team effort. Academic honesty requires that the student present his or her own work in all academic projects, including tests, papers, homework, and class presentation. When incorporating the work of other scholars and writers into a project, the student must accurately cite the source of that work.*"

Students should abide by the **Honor Statement** described below:

"*An essential feature of The University of Tennessee is a commitment to maintaining an atmosphere of intellectual integrity and academic honesty. As a student of the University, I pledge that I will neither knowingly give nor receive any inappropriate assistance in academic work, thus affirming my own personal commitment to honor and integrity.*"

PLAGIARISM

Plagiarism in any of its several forms is intolerable, and attention to matters of documentation in <u>all</u> written work is expected and required. Inadvertence, alleged lack of understanding, or avowed ignorance of the various types of plagiarism are not acceptable excuses.

Specific examples of plagiarism are:

1. Copying without proper documentation (quotation marks and a citation) written or spoken words, phrases, or sentences from any source;

2. Summarizing without proper documentation (usually a citation) ideas from another source (unless such information is recognized as common knowledge);

3. Borrowing facts, statistics, graphs, pictorial representations, or phrases without acknowledging the source (unless such information is recognized as common knowledge);

4. Collaborating on a graded assignment without the instructor's approval;

5. Submitting work, either in whole or in part, created by a professional service and used without attribution (e.g., paper, speech, bibliography, or photograph).

Students who may be unsure of the nature of plagiarism should consult the instructor or a guide for writing research reports. Additional resources are available at http://www.lib.utk.edu/instruction/plagiarism

Infractions of academic integrity are penalized according to the severity of the infraction but **may include a course grade of "F."**

ASSIGNMENTS AND GRADING
Student work is assigned a grade based on quality of thought and writing style, thoroughness of research, ethical use of information, and originality. Only exceptional work will receive an "A" grade. Papers that are received after the due date will be assigned a lower grade than would otherwise be received. All sources must be cited, quotations must be in quotation marks and attributed correctly. Not doing so constitutes plagiarism.

DUE DATES AND LATE PAST DUE SUBMISSIONS
Assignments should be submitted to the "assignments" area of Canvas and are due (officially) at 11:59 p.m. EST on the due date shown on the Course Schedule. I will download the submissions from Canvas following the due date. I will only download assignments from Canvas once and if your submission is not available, you will receive one point deduction from the total grade for every day of delay. When it is ready, you must submit it to me via email, as an attachment.

INCOMPLETES
Based on adopted University of Tennessee-Knoxville and SIS policy, a grade of an "*I"* (Incomplete) is reserved for emergencies that prevent the student from completing the course on time. Incompletes are granted only under "the most unusual of circumstances" and solely at the discretion of the instructor. Plan your semester's course of study carefully to insure sufficient time to complete the required work.

For students who simply "disappear" without contacting the instructor and without completing the required form, an "F" will be submitted.

ASSIGNING GRADES
Please note that I do not assign letter grades for individual assignments, projects, or class activities, but will mark your paper with my comments and provide a point score based on the possible points earned for that assignment. Your final grade will be based on total points earned over the course of the semester. I advise you to keep record of every grade on every activity you earn in this course outside of the Canvas site.

GRADES TURNAROUND TIME
Graded class activities will be returned within two to three weeks. Please review each graded activity even if you have received a high grade as there may be insightful comments or additional thoughts you should consider.

You have **one week** from the time you receive a grade to question the grade and ask for review.

You should do so in writing and via email. I will reply to your request within one week, unless I am travelling and unable to connect to the internet.

EVALUATION CRITERIA

Generally, the evaluation of course activities (namely projects and specific homework or assignments) will be based on operational, qualitative, and quantitative criteria. Operational criteria include meeting the requirements, adhering to guidelines, and submission on time. Qualitative criteria include quality of writing, organization, formatting, amount of analysis and synthesis, and demonstration of critical thinking, as well as evidence of reading and understanding covered topics, among others. Quantitative criteria will be based on a rubric that I will share with you in advance.

GRADE SCALE

Semester grades will be assigned according to the following scale:

A	93≤	(4 quality points per semester hour) superior performance.
A-	90-92.75	(3.7 quality points per semester credit hour) distinguished grade performance.
B+	88-89.75	(3.5 quality points per semester hour) better than satisfactory performance.
B	83-87.75	(3 quality points per semester hour) satisfactory performance.
B-	80-82.75	(2.7 quality points per semester credit hour) intermediate grade performance.
C+	78-79.75	(2.5 quality points per semester hour) less than satisfactory performance.
C	70-77.75	(2 quality points per semester hour) performance well below the standard expected of graduate students.
D	60-69.75	(1 quality point per semester hour) clearly unsatisfactory performance and cannot be used to satisfy degree requirements.
F	59.75≥	(no quality points) extremely unsatisfactory performance and cannot be used to satisfy degree requirements.
I		(no quality points) a temporary grade indicating that the student has performed satisfactorily in the course but, due to unforeseen circumstances, has been unable to finish all requirements. An "I" is not given to enable a student to do additional work to raise a deficient grade. The instructor, in consultation with the student, decides the terms for the removal of the "I", including the time limit for removal. If the grade " I" is not removed within one calendar year, the grade will be changed to an F. The course will not be counted in the cumulative grade point average until a final grade is assigned. No student may graduate with an "I" on the record.

GRADING
Student class activities will be assigned as follows.

Activities		Percent
Class participation and communication with instructor (in-class activities, participation in discussions, communicating with instructor, etc.)		10%
Assignment 1: Design Critique (DC)		10%
Reading Assignments (3), including questions posted by you on Canvas		15%
Project (teamwork, unless otherwise noted)		65%
Project 0: Topic idea	0%	
Project 1.1: Topic selection, client/user group, product concept statement	5%	
Project 1.2: Contextual inquiry and analysis	10%	
Project 1.3: Requirements and modeling	10%	
Project 1.4: Design	10%	
Project 1.5: Prototype (see list of top 20 prototype tools)	10%	
Project 1.6: UX evaluation and reporting	10%	
Project 1.7 : Team project class presentation (5%); Project 1.7- 7i (full written team project & reflections) (5%)	10%	

COURSE EVALUATION
Students will be invited to evaluate the course at the end of the term. Please participate in this valuable process. I may also ask you to evaluate the wellness of the course informally at different points in the semester. I would appreciate your honest comments and suggestions about the course so that I can make adjustments during the semester as needed.

CITING SOURCES
I prefer APA style, but you may use your preferred standard style manual for citing sources.

ASSIGNMENTS, TEAM PROJECT, ETC.

Reading Assignments (15%)
You are responsible for keeping up with the assigned readings shown in the course schedule. All assigned readings are to be completed before a class meeting. During weeks 5, 10, and 12, you are required to **post one discussion question** relevant to one of the topics I will post in the designated Canvas discussion area (note there may be more than one topic per week) and **respond to at least one question** posted by another student. **The deadline for posting questions is Saturday at 10 p.m. Eastern Time preceding each of the three weeks (5, 10, and 12).**

Your discussion questions should be thoughtful and sufficiently detailed to demonstrate that you read the assigned material (and not just skimmed it). This is particularly important for the focused theoretical readings during weeks 2-4. Your questions should trigger class discussions. You should ask about things you actually want us to discuss. Questions should not be too short (e.g., <10 words) or too long (e.g., > 50 words; these numbers are just rough guidelines). Questions should show you critical analysis of each reading and should not be superficial. Any student and the instructor may post responses

to online questions. I may assign discussion leaders to moderate the discussions. Those who will volunteer to be leaders will earn one point extra provided they facilitate constructive discussions. During all other weeks, you are still required to complete the assigned readings, but you do not need to post questions in Canvas.

Assignment 1: Design Critique (10%)

Starting with week 8, two or three students will present a **short design critique** of a human-machine interface (you should be able to show images of the device). Your critique should contain the following elements:

- A computer/device interface as an example of a good *or* bad design. Due to a limited time for your presentation (**6 minutes**), focus either on the good or on the bad side of this interface. Include one or more visual(s) of the chosen interface. **Support your critique** by using design guidelines, principles, heuristics, etc. covered in the readings as much as possible. In initial design critiques, it will be fine to rely more on your "design intuition" than on design principles. Later in the semester, you will be able to base your critique and evaluation of interfaces on design principles, guidelines, etc.,
- Short discussion of the design tradeoffs, alternative solutions, etc.;
- Suggestions for improvements (if you can think of some);
- Prepare slides to present your critique and submit in Canvas on the due date by 11:59p.m. Eastern Time; and
- Make a short slide presentation (6 minutes) about the interface and allow for 2 minutes for questions and answers. **Time will be enforced**.

Note: Each of you should select a different interface/device to critique and work individually. This is not a team assignment.

TEAM PROJECT

The major work (and the major part of course grade) you will do for the course is the semester-long team project. The project involves all the lifecyle of product development including defining, analyzing, specifying, designing, prototyping, and evaluating an interaction design for a target client or user group in a real-world setting. The purpose of the project is to give you exposure to all steps involved in developing a significant user interaction design. The project will include seven phases numbered as 1.1, 1.2, etc.

This is a team project I will assign students to teams, trying to balance knowledge, skills, and backgrounds, based on a survey I will give on the second week of classes. All team members are to participate in **all** project activities and are not supposed to divide the process among team members because this will prevent you from learning about the whole process of product/interface development. Details of the team project is provided in this syllabus and will also be uploaded on the Canvas course site. Please note that not all parts of the team project is shown in the syllabus as I am still working on them.

TEAMWORK

Each member of the team is expected to contribute equally to each part of the project. One of the challenges of teamwork is being able to work together and establish trust. You need

to get to know one another to develop trust in each other's abilities, skills, and knowledge. Commitment to make collaboration successful should be your priority. Each team should develop a process or procedure for effective communication and working together. Problems should be discussed immediately and if the team cannot resolve them, the team is advised to contact me as soon as possible so that I attend to the problems before it is too late. Be mindful that teamwork is about compromise. You should find ways to schedule meetings that work for all team members and set a timeline for completing the work.

INSC 588
Course Schedule (subject to change)
Spring 2018
Dr. Dania Bilal

Week	Date	Topic	Reading Assignment (unless marked otherwise, readings are expected *before* class sessions)	In-class activity DC=design critique	Assignments (due as indicated)
1	Jan 16	Introductions		Introductions Experience with HCI	
2	Jan 23	What is HCI/UX? Design Perception	UX 1, 2. DN 1 JJ Intro; 1-5	Clients/users in mind for team project	
3	Jan 30	Cognition; Design concepts: Affordances, Action Cycle	JJ 6-9; DN 2, 3 UX 20, 21		P0. Teams and initial topic ideas
4	Feb 6	Higher Cognition, HCI "laws"; Human Error (replaced with CI)	JJ 10-14; DN 4, 5 UX 3		P1.1 Topics Target etc.
5	Feb 13	Contextual analysis (CI & A)	UX 4		Reading assignment #1
6	Feb 20	Requirements and modeling	UX 5, 6	P1.2: CI & A	P1.2. CI & A
7	Feb 27	Requirements and modeling cont'd.	UX 7, 8	P1.3: Requirements & modeling	
8	March 6	User research methods Design thinking, conceptual design	Dr. Gwizdka (usability tools) UX 7, 8; DN 6	P: Design – ideation - sketching	P1.3. Requirements & modeling
9	March 13	Spring break	Spring break	Spring break	Spring break
10	March 20	Conceptual design; Design production – prototyping	UX 7, 8; UX 9, 11 Top 20 prototyping tools (see first page of syllabus)	Review Top 20 tools; focus on Invision and Axure. Sketch is Mac only.	P1.4. Design Reading assignment #2
11	March 27*	(Prototyping) **Guest speaker TBA** Dr. Bilal at iConference in UK	Tools (Sketch, Invision, Axure, etc.) Top 20 prototype tools (Syllabus, first page)	P: Prototyping activities	Design critique assignment
12	April 3	UX Guidelines (review)	UX 22	DCx4 presentations	Reading Assignment #3
13	April 10	Evaluation through usability	UX 12, 13	DCx3 presentations	P1.5. Prototypes
14	April 17	Evaluation through usability (cont'd.)	UX 12, 13	DCx3 presentations	P1.6. Evaluation
15	April 24	Project class presentations			P1.7. Presentation

Final version of written project report is due on April 30 by 11:59 p.m. in Canvas.

Readings from the main textbook (Hartson & Pyla, 2012) are marked in the Course Schedule as **UX.** Other readings are marked as follows:

JJ - Johnson, J. (2013). *Designing with the Mind in Mind: Simple Guide to Understanding User Interface Design Guidelines.* 2nd Edition. Elsevier.

DN - Norman, D. (2013). *The Design of Everyday Things. Revised and Expanded Edition.* Basic Books.

Additional readings will be posted on Canvas course site.