CS3750 - SUMMER 2021 (May 17th-July 27th)

T/Th 03:30 pm-05:40 pm

Final Presentations July 29, 2021 - August 5, 2021

July 6th = No Class for Holiday

**WELCOME TO CS3750!** This course is designed to give you a foundation of user centered design principles and what it means to design for real people in the context of the real-world. Through the course, you will acquire an understanding of user centered design strategies and apply them through a group project. This is a highly interactive course that requires active student participation and working collaboratively in small groups.

The project theme for this course will be focused on a part of the food production cycle and labor. We will discuss this in more detail and review the project description together.

# **Course Learning Objectives**

This class is designed to help students develop and use critical thinking skills and evaluation techniques necessary to solve real-world problems related to the field of Human Computer Interaction (HCI).

In completing this course you will...

- Be knowledgeable about the history and intellectual traditions of humancomputer interaction concepts and techniques.
- Be able to access and distill primary sources in HCI relevant to content area
- Learn the difference between User-Centered Design and other approaches to design
- Learn user centered design techniques and distinguish when and where is most appropriate to use these methods. (Interviewing, ethnography, etc)
- Gain experience as a designer of interactive technology by getting your hands dirty, prototyping interfaces and functions (but not programming or developing the back-end).
- Practice qualitative and quantitative methods for user needs discovery and usability evaluation.
- Demonstrate that design is a systematic and evidence based process by working in the field
- Design technology that is easy to use, useful and supports users with varying levels of expertise.

# Instructors, Teaching Assistants, and Office Hours

**Instructor: Alyssa Rumsey** 

Email: arumsey3@gatech.edu

Online Office Hours: By appointment anytime during the semester. Please email or message me on Canvas to set up a time if you would like to meet one-on-one.

# **Teaching Assistants (TAs):**

Name: Jung Wook Park

Email: jwpark@gatech.edu

Name: Yuxi Wu

Email: yuxiwu@gatech.edu

TA Virtual Office Hours: Every Wednesday 12:00 PM - 1:00 PM (EDT)

TA Bluejeans Link: <a href="https://bluejeans.com/2502169937">https://bluejeans.com/2502169937</a> (Links to an external site.)

Sign up for a 10-minute slot here: <a href="https://calendly.com/yuxiwu/cs-3750-office-hours">https://calendly.com/yuxiwu/cs-3750-office-hours</a> (Links to an external site.)

Class Format: This course is conducted Remote Synchronous, which means you will need to be present during the regular course time slot. You will participate in the course using BlueJeans and Georgia Tech's learning management system, Canvas (http://gatech.instructure.com).

You have all received a recurring calendar invite for Bluejeans. Please join our dedicated course instruction time by following the Bluejeans email link or clicking "join" in the Bluejeans tab within Canvas found on the left-hand menu for this

# Semester Overview: User-centered Design in Context (Weeks 1-9)

Weeks 1-2 Design Space Exploration - Setting the Stage and Scoping the Problem

Weeks 2-3 User Research - Understanding Users via Data Gathering (Interviewing, Observations, HTA)

Weeks 4-5 User Research - Identifying needs and establishing requirements (Personas, Scenarios)

Weeks 5-6 Ideation - Designing and Prototyping interfaces and interactions (Affinity Diagrams)

# Weeks 6-7 Prototyping and Selecting Evaluation framework

Weeks 8-9 Evaluation - Empirical and analytic

Week 1	May 18	Introductions and Administrivia
		Citi Certifications HW 0 Due May 27th
		Intro to Human Centered Research - Design Process
	May 20	Read:
		Creswell Research Worldview (HW 1 Due May 25th)
		(Optional, Highly Recommended) Attend: IPAT AgTech Research & Opportunities- <a href="https://us02web.zoom.us/meeting/register/tZMkd-2orjkuHdFqD8WNp2toTGD43PAd8Q4i">https://us02web.zoom.us/meeting/register/tZMkd-2orjkuHdFqD8WNp2toTGD43PAd8Q4i</a> (Links to an external site.)
Week 2	May 25	User Interface Design Critiques and Goals
		Guest Speaker - Mitch Guth, ChickfilA, Software Engineer
		HW1 Due Today
	May 27	Identifying Stakeholders, Observation as Research
		(Final Teams should be formed) TAs will confirm.
Week 3	June 1	Interviews and Questionaries
		Read:
		Flick Chapter 13 Interviewing
		P0 Due Today
	June 3	Scenarios & Personas
		Readings:
		Pruitt and Grudin, "Personas: Practice and Theory" Carroll, "Five Reasons for Scenario-Based Design"
Week 4	June 8	Hierarchical Task Analysis

HW 2 Due Today

**Developing Design Criteria - Synthesis Intro** June 10

Bring Interview materials/notes to class today

**Design Synthesis Continued - Affinity Diagraming** 

Read:

Chapter 8 Building an Affinity Diagram June 15

> Create accounts on Miro.com https://miro.com/app/dashboard/

P1 Due Today

**Design Synthesis Continued** 

Readings:

Lim, Stolterman, and Tenenberg "The Anatomy of Prototypes: June 17 Prototypes as Filters, Prototypes as Manifestations of Design Ideas"

> Lichter "Prototyping in Industrial Software Projects - Bridging the Gap Between Theory and Practice"

**Prototyping: Sketches, Storyboards, Wireframes** 

Readings: (Includes Prototype Readings from last week!)

Greenburg et al., "The Narrative Storyboard"

HW 3 Due Today (EXTENDED DUE June 24th)

**Evaluation Techniques - Heuristic Evaluation** 

Readings:

How to Conduct a Heuristic Evaluation (Links to an external site.)

10 Usability Heuristics for User Interface Design (Links to an

external site.)

Severity Ratings for Usability Problems (Links to an external site.)

Week 5

June 22

Week 6

June 24

Week 7	June 29	Evaluation Techniques – Cognitive Walkthroughs and Think Aloud Protocols
		P2 Due Today (EXTENDED DUE July 1st)
	July 1	Prototyping Poster Session and Feedback
		Gather Town
Week 8	July 6	No class
		Forth of July Holiday
	July 8	Usability Testing Wrap Up and Evaluation Planing
		Reading:
		Dumas and Redish 1999. A Practical Guide to Usability Testing
		HW 4 Due Today
Week 9	July 13	Evaluation Analysis
		P3 Due Today
	July 15	HCI Research and Examples
		*Prototype Demos in Class
Week 10	July 20	MS HCI Careers Panel
	July 22	TBD - Class Topic Suggestion
Week 11	July 27th	Final Team Presentations
		P4 Materials due during Final Exam Slot (August 3rd by 5:30PM

Grading: Grading for the course will be broken down as follows:

Individual Grade 50%

Team Project 50%

100%

Total

# Individual grade (50%):

- Class participation = 20%
  - Class attendance is mandatory, in class assignments, poster critique, timely homework submission, etc.
  - NOTE: if you are "voted off" your group because you are not being responsive or productive you automatically get 0% for participation
- Homework=30% (your total/total points possible)-- note that this may be individual homework or group homework.

# Team grade (50%):

# Project (Links to an external site.) Submission Components

- Part 0: Project idea and overview (Homework grade)
- Part 1: Project requirements 10%
- Part 2: Design alternatives (includes Poster Session) 10%
- Part 3: Prototyping and Evaluation plan 10%
- Part 4: Final Report, Final project deliverable and presentation 20%
- \*Note that teams are able to request feedback from the TAs throughout the course.

#### Written Submissions: Reports and Homework

Written work is an important part of many of the evaluation components. Students are expected to use best practices when submitting written work. This means clearly citing material that is not the students in accordance with the GT honor policy listed below.

**Participation:** This class is heavily based on participation and that is reflected in the grading. 2 in-class exercises will be dropped at the end of the semester. Any additional absences will need proof of documentation in accordance with Georgia Tech's student handbook. Your grade will be subject to a drop in one letter grade after 2 missed classes.

#### **Grade Scale**

A 100%-90%

B 89%-80%

C 79%-70%

D 69%-60%

F <60%

### **Computer Requirements**

You will need to have regular access to the following to participate in this class:

- a computer/tablet with internet access
- access to a microphone & webcam
- an up-to-date browser, operating system

Some of the documents in this course will be available to you in PDF form. If you do not have Adobe Acrobat Reader software on your computer, you can download it by going to <a href="http://get.adobe.com/reader/">http://get.adobe.com/reader/</a> (Links to an external site.)

(Links to an external site.)

### **Course Communications**

#### **Announcements**

Announcements will be posted in CANVAS on a regular basis. They will appear on your CANVAS dashboard when you log in and/or will be sent to you directly through your preferred method of notification from CANVAS. Please make certain to check them regularly, as they will contain any important information about upcoming projects or class concerns.

#### **Virtual Office Hours**

I will be available for virtual office hours by appointment throughout the semester. Please email me to set up a one-on-one meeting via Bluejeans.

During the week (M-F) I will check Canvas email and monitor the discussion board several times a day. If you have a concern and send me a message during the week, you can expect a response within 48 hours.

Slack Channel - <a href="https://cs3750s21.slack.com">https://cs3750s21.slack.com</a> (Links to an external site.)

If the above link does not work for joining, you can sign up

here: https://join.slack.com/t/cs3750s21/signup (Links to an external site.)

# **Course Assignments**

### **Important Dates**

The due dates for your assignments can be found in the in Canvas. Please review these. In addition, we will post reminders prior to the due dates in the ANNOUNCEMENTS.

### **Diversity and Disability Statement**

Georgia Tech values diversity and inclusion; we are committed to a climate of mutual respect and full participation. Our goal is to create learning environments that are usable, equitable, inclusive, and welcoming. If there are aspects of the instruction or design of this course that result in barriers to your inclusion or accurate assessment or achievement, please notify the instructor as soon as possible. Students with disabilities should contact the Office of Disability Services to discuss options of removing barriers in this course, including accommodations. ODS can be reached at 404.894.2563, dsinfo@gatech.edu, or disabilityservices.gatech.edu

### **Course Expectations and Guidelines:**

- 1. The Georgia Tech Academic Honor Code applies to all work submitted in this course. To review the Honor Code, please visit <a href="https://osi.gatech.edu/content/honor-code">https://osi.gatech.edu/content/honor-code</a> (Links to an external site.)
- 2. You are expected to check your e-mail and Canvas daily. Important class announcements and information will be posted to Canvas. You are responsible for all materials posted.
- 3. Grades will be posted to Canvas throughout the semester. It is your responsibility to keep track of your submitted assignments and grade progress throughout the semester.
- 4. All assignments are due at 11:59 PM EST. Assignments can be turned in up to one week after the due date. Late assignments will be penalized 10 points per day.
- 5. Appropriate online behavior is expected at all times. This means that you should be respectful of your classmates, your TAs, and your instructor.