HCI Capstone
HCI 594 – FALL 2016

Class Meeting Time/Location:
This is an online only course. All course materials and information are available on D2L.

Instructor: Dr. Sheena Erete
Email: serete@cdm.depaul.edu (preferred mode of communication)
Office: CDM 710
Office hours: Mondays 1:00pm - 2:30pm (subject to change; available by appointment)

Course Description and Objectives
In this course, students will build and reflect upon skills, methods, and techniques learned in previous HCI courses as evidenced in their course project, which is a comprehensive work that draws upon principles and methods learned in the foundation and advanced courses. Students choose their projects with the advice and consent of the instructor. **The project must be an original work and may not be applied for academic credit in another course.** The course project should include the design of an actual application or portion of an application using HCI principles and methods. The project work must include a 'live' user research component, such as contextual inquiry or interviews, as well as other appropriate user-centered design process elements such as conceptual modeling, information architecture analysis and design, prototyping, and various usability evaluation methods. The final report component of the project includes an individual reflective component that assesses the methods used for the project.

Furthermore, in this course students will engage with HCI reading materials that will help solidify their understanding and application of HCI methods. Course participation includes but is not limited to paper discussions, project activities, peer feedback, and contributions to general course discussions. Course participation is demonstrated by participating in various online discussion forums.

Learning Objectives
In this course, you will:
1. demonstrate mastery of individual HCI skills and techniques by performing activities supporting other students' projects.
2. demonstrate mastery of coordinated HCI skills by designing a comprehensive user-centered design project.
3. evaluate new HCI methods by writing critical summaries of HCI research and practice.
4. apply and evaluate new HCI methods by implementing them in the course project.
5. communicate your work in a professional manner through written reports and recorded video presentations.

Reading Material

- Selected readings are mostly from the ACM Digital Library and the Web. Accesses to these articles are free using DePaul computers and from any computer using DePaul proxy servers through the library Web site. Article information and reading assignments are posted on D2L.

Prerequisites

- Although only the HCI Foundation courses are listed as prerequisites for this course, it is recommended that students complete the HCI Advanced courses as well before taking this course. Please contact the instructor if you have any questions or concerns about the prerequisite requirement.

Time Budget

- HCI Capstone is a time-intensive course. Students should allow for a minimum of 12-15 hours of work each week. Team meetings and project collaboration efforts may increase the amount of time required to 20 hours per week.

Schedule

Week	Topic	Required Readings[1]	Deliverables[2]
1	Course Overview	Course Syllabus	**Academic Integrity Quiz; IRB Training Due: Sept 11**
2	Team Formation/Design Process	Don't drop it!: Pick it up and storyboard	**Team and Product Vision Due: Sept 14**
3	Information Architecture	A Modified Delphi Approach to Card Sorting	**Project Proposal Due: Sept 18**
4	Interface Design	Reality-based Interaction	**Project Proposal Reviews Due: Sept 22**
5	Evaluation	Remote Usability Testing	---
6	Ethics and Privacy in Design	TBD	---
7	Human Factors	Cognitive Distraction while Multitasking	---
8	UCD Methods in Practice	Case Study Article on Deploying Commercial Off-the-shelf products	---
9	**WORK ON FINAL PROJECTS**		---
10	**WORK ON FINAL PROJECTS**		**Final Report & Presentation Due: Nov 13 & Nov 16**
Exam Week	Final Presentations		**Reflection Paper Presentation Comments Peer Feedback Due: Nov 20**

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[1] Readings and assignments due dates may change. Routinely check your email and D2L for updates.

[2] This indicates what you should be working on that week. Check D2L for due dates, assignment details, rubrics, etc. Due dates are subject to change.

Grading

Your grade will be evaluated as follows:

- 33% - Individual Participation
    - o 1% - Academic Integrity Quiz
    - o 1% - IRB/Human Subjects Research Training certification
    - o 4% - Project Proposal Reviews (2)
    - o 4% - Final Presentation Comments (2)
    - o 9% - Project activity participation (3)
    - o 15% - Weekly 321 submissions (5)
        - ▪ For seven weeks of the quarter, you have a reading. After completing the reading, you will submit a short reflection on D2L (321s). You must submit at least five 321s from the seven readings.
            - • Three (3) key issues raised by the reading
            - • Two (2) questions you have about the reading
            - • One (1) example (screenshot or video) of something related to the topic a brief description explaining what you think
        - ▪ There will be an online discussion set up for each week where the contents of 321 should be placed. You will not be able to see others submissions until after you submit. You must post your 321 by Sunday at 11:59pm. 321s will not be accepted late (as the material will have already been discussed).
        - ▪ Each week, you will engage online with your classmates about their 321 submissions (see class participation).
        - ▪ 321s will be graded very simply: they are out of 6 points as you either did or didn't make the six points required.
- 56% - Team Project*
    - o 10% - Project Proposal
    - o 6% – Weekly Status Reports (6)
    - o 30% - Final Project/Report
    - o 10% - Final Presentation
- 10% - Final Reflection Paper
    - o There is no final exam, but you will submit a final paper where you reflect on the readings and the process of applying HCI methods to project. More information will be posted on D2L about your final paper.

*Your individual performance on the team will be evaluated by your teammates. This evaluation will determine how your team's project grade will be applied to your final grade.

**See D2L for descriptions of the assignments and grading rubrics.

Grading Scale

There is a total of 100 available points (see assignments for distribution).

94 - 100 A	74 - 77 C
90 - 93 A-	70 - 73 C-
88 - 89 B+	68 - 69 D+
84 - 87 B	64 - 67 D
80 - 83 B-	60 - 63 D-
78 - 79 C+	

Policies

- *Participation:* You are expected to read all the materials assigned as well as participate in at least five of the seven online discussions. For full credit, you must participate each week by submitting a 321 online by Sunday at 11:59pm.

- *Readings:* You are expected to read all of the required readings BEFORE Sunday of each week and to participate in at least five of the seven online discussions. The readings are intended to help you reflect on your matriculation through the HCI program – not introducing new concepts but instead to help you focus on

- *Assignments:* All assignments are **due by 11:59pm** on the due date (unless otherwise noted). Unless otherwise noted, I will provide feedback on your assignments within two weeks of submission.

- *Late assignments:* Late assignments will be accepted ONLY if you (1) contact me at least 12 hours before the due date and (2) turn in the assignment within three days of the due date. If the assignment is late by 1 day, it will be eligible for a total of 90% of the total points. If late by 2 days, the assignment is eligible for 80% of the total points. If late by 3 days, 70% of the total points are available. In emergency situations, alternative arrangements may be agreed upon at my discretion.

- *Anti-slacker Rule:* 55% of your final grade is based on your group project. Therefore, it is imperative that you significantly contribute to your team project. In EXTREME cases, if group members have clear evidence that another member is not contributing in a substantial manner to the project, they can formally fire that team member. First, the team should formally communicate their concerns and evidence of lack of engagement with me via email, copying all the members other than the one in question. I will then send ONE written warning to the team member. If the team member in question still does not participate in a satisfactory manner, the group should send me another email with evidence of lack of participation and again explaining the circumstances. The team member will then receive written notification from me that they have been fired. A fired member will still be required to submit the same assignments on the syllabus on

the same topic as their former group. A fired group member will automatically lose 40% of the points on ALL subsequent submissions for the project.

- *Email:* Email is the preferred means of communication between faculty and students enrolled in this course outside of class time. My email is serete@cdm.depaul.edu. Please put "[HCI 594] <insert your subject>" in the email subject field. To ensure that you receive my emails, please make sure your email listed under "demographic information" at CampusConnect is correct. Unless it is an emergency, I try to will return your email within 72 hours.

- *Plagiarism:* It is your professional responsibility to ensure that all submitted work is your own. If you have any questions or doubts about what plagiarism entails or how to properly acknowledge source materials, please read DePaul's policy on plagiarism and other academic integrity violations at: http://offices.depaul.edu/oaa/faculty-resources/teaching/academic-integrity/for-students/

- *Student rights:* You have rights as a student. To learn about these rights, please read DePaul's policies for students regarding student rights, located at http://www.depaul.edu/university-catalog

- *Incomplete:* An incomplete grade is given only for an exceptional reason such as a death in the family, a serious illness, etc. Any such reason must be documented. Any incomplete request must be made at least two weeks before the final and approved by the Dean of the College of Computing and Digital Media. Consequences resulting from a poor grade for the course will not be considered as valid reasons for such a request.

- *Resources for Students with Disabilities:* If you feel you need an accommodation based on the impact of a disability, feel free to contact me privately to discuss your specific needs. All discussions will remain confidential. To ensure that you receive the most appropriate accommodation based on your needs, contact me as early as possible in the quarter (preferably the first week of class). Also, make sure that you have contacted the Center for Students with Disabilities (CSD) at: Student Center, LPC, Suite #370 Phone number: (773) 325.1677 Fax: (773) 325.3720 TTY: (773) 325.7296

- *Changes to Syllabus:* This syllabus is subject to change as necessary during the quarter. If a change occurs, it will be thoroughly addressed during class, posted under *News* in D2L, and sent via email.