INF385C : Human-Computer Interaction – Instructor: Dr. Jacek Gwizdka
Course Schedule (subject to change)– Fall 2015

#	Date	Topic	Reading Assignment (***before*** class on that day).	In class activity	Project assignment (due at beginning of class on that day, unless otherwise indicated in Canvas)
1	Aug 26	Introductions. What is HCI/UX? Design lifecycle.	Preface, Chapters 1, 2. *Read for the next week*	introductions	
2	Sept 2	Design concepts: Affordances, IxAction Cycle. Human Perception	Chapters 20, 21. JJ13: Ch Intro, 1	considering design principles	
3	Sept 9	Human Vision, Cognition	JJ13: Ch 2-4; 7-9		
4	Sept 16	Human Learning & Problem Solving, UX Guidelines	Chapter 22. JJ13: Ch 10-12 Section 3.2	ICE I: system concept statement	Assignment 1: design critique
5	Sept 23	Contextual inquiry & analysis	Chapters 3, 4	ICE II: contextual inquiry, WAAD	Proj 1. Topic selection and system concept statement
6	Sept 30	Requirements and modeling	Chapters 5, 6	ICE III: reqs & modeling (from WAAD)	
7	Oct 7	Design thinking, conceptual design	Chapters 7, 8	ICE IV: ideation & sketching, storyboard	
8	Oct 14	Design production, prototyping	Chapter 11, 9	ICE Va: prototyping	Proj 2. Contextual inquiry and analysis
9	Oct 21	Design production, prototyping - Tutorial	none	ICE Vb: prototyping-wireframes	Proj 3. Requirements & modeling
10	Oct 28	Evaluation introduction, Rapid evaluation	Chapter 12, 13	ICE VI: rapid evaluation	
11	Nov 4	Presentations; intro to evaluation	none	present project work so far	Proj 4. Design
12	Nov 11	Rigorous empirical evaluation	Chapter 14,15,16		
13	Nov 18	Project evaluations		project work	Proj 5. Prototypes
14	Nov 25	TBA		***TBA***	Proj 6. UX evaluation & reporting
15	Dec 2	Project presentations			Proj 7. Project presentation

Unless marked otherwise, the readings are from the textbook (The UX Book).
Readings marked as **JJ13** are from Johnson, J. (2013). *Designing with the Mind in Mind: Simple Guide to Understanding User Interface Design Guidelines*. Elsevier.
ICE = In-Class Exercise.