Instructor: David Claveau    david.claveau@csuci.edu
Office hours: Monday and Wednesday, 11:00-12:00, or by appointment, BTW 2225
Website: http://faculty.csuci.edu/david.claveau/

Course description:
This course introduces human-computer interaction. Topics include: history and evolution of HCI; analysis and assessment of existing interactive systems; design process for interactive systems; methods of evaluating performance and accessibility.
Units: 3

Textbook:
INTERACTION DESIGN, Beyond Human-Computer Interaction – THIRD or FOURTH EDITION
Author(s): Preece, Rogers, Sharp
Publisher: John Wiley & Sons, INC, 2011

Course Topics:
- What is interaction design?
- Understanding and conceptualizing interaction,
- Cognitive aspects,
- Social interaction,
- Emotional interaction,
- Interfaces,
- The process of interaction design,
- Introducing evaluation.

Learning Outcomes:
After completing this course, students should:
1. understand the history, evolution and current importance of interactive computer systems,
2. be able to evaluate existing systems for their accessibility and effectiveness,
3. be able to design and build a user-interface that suits a particular device-type, user-profile and application,
4. be able to communicate results in the field of human-computer interaction in a professional manner.

Grading:
Assignments (7)  50%
Quizzes (7)  50%

Student Code of Conduct:
http://www.csuci.edu/studentlife/judicial-affairs/student-code-of-conduct.htm

Students with Disabilities:
Students with disabilities requesting accommodation should make requests to Disability Resource Programs, Bell Tower 1541, (805) 437-3331. All requests for accommodations require advance notice to avoid a delay in services. Please discuss approved accommodations with faculty.
http://www.csuci.edu/drп/
Relevant Literature:
In addition to our textbook there are many resources available online and through the CI library system. These include the following publications:

ACM Journals, Transactions and Magazines (http://dl.acm.org/):
Transactions on Computer-Human Interaction (TOCHI)
Computers in Entertainment (CIE)
Transactions on Graphics (TOG)
Communications of the ACM

Transactions on Multimedia (TMM)
Computer Graphics and Applications (CG&A)
Computer
Proceedings of the IEEE

Elsevier (http://www.sciencedirect.com/):
Computers and Graphics
Graphical Models

Schedule:

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