REFERENCE ONLY
Syllabus is subject to change
Students currently enrolled in this course should reference NYU Classes syllabus only

New York University Tandon School of Engineering
Computer Science and Engineering Department
CS-GY 6543 Human-Computer Interaction – Fall 2020

Professor: Joseph Vaisman
Office: 370 Jay Street, 8th Floor, Room 870
Email:
Office hours:

Prerequisites: Graduate standing.

Grade Breakdown:

Homework, Tests,		A = 96 – 100	B- = 80 – 82
Midterm, & Final	80 points	A- = 90 – 95	C+ = 77 – 79
Group Project	20 points	B+ = 87 – 89	C = 73 – 76
		B = 83 – 86	C- = 70 - 72

Textbooks: Most of the required materials provided by the instructor (free online).

Course Description:
While covering major areas of HCI, we will concentrate on design of usable and effective apps, websites, and products – with emphasis on user experience (UX). "This graduate course is intended to provide an in-depth understanding of the intricacies of user experience design. You will understand psychological factors in UX design. Evaluation of interfaces based upon various criteria will be covered."

Course Objectives:
1. Gain understanding of the design challenge and the ability to deal with its intricacies.
2. Gain understanding of cognitive psychology as it relates to user interface design and the ability to utilize its tenets in your designs.
3. Gain understanding of models and principles of the design of the user experience and the ability to use them in your designs.
4. Develop skills for writing papers and articles.
5. Develop communications skills related to UX design.
6. Participate in a group project to develop a digital product and develop skills for working in geographically dispersed groups.

Course project: This will require substantial effort. The project will include design, implementation, and testing of application code for business logic and user interface.

Homework assignments will reinforce the material covered in the lectures and in the study materials.

TENTATIVE SCHEDULE

Week	Date	Topics/Activities/Homework
01	Mon 08/31	**No class. Homework assigned.**
02	Mon 09/07	Labor Day. **No classes scheduled - University Holiday.** **Zoom session for the students to meet each other and organize into 5-person course groups.**
02	**Wed 09/09**	**Remote class.** Course overview & Administrivia. Introduction to HCI. Fundamental problems with systems. The design of everyday things. **(Legislative Day - Classes meet according to a Monday schedule).**
03	Mon 09/14	The design of everyday things. Affordances and signifiers. Usability. Writing well. Start working on the course project.
04	Mon 09/21	User Experience & Why should we care about UX? UX design. Writing well.
05	Mon 09/28	UX design. Writing well.
06	Mon 10/05	What system designers need to know about people.
07	Mon 10/12	Other approaches to UX design. Platt's Law of UX Design. Feelings, emotions, and moods.
08	Mon 10/19	**Midterm Exam – Remote.**
09	Mon 10/26	Universal Accessibility. Universal Design Principles.
10	Mon 11/02	Principles of Influence. Principles of Persuasion.
11	Mon 11/09	Interaction Design.
12	Mon 11/16	Interaction Design
13	Mon 11/23	AI and HCI. Automation and HCI. Human errors.
14	Mon 11/30	Course project presentations.
15	Mon 12/07	**Last class.** Course project presentation.
16	Mon 12/14	Reading Day
17	Mon 12/21	**Final Exam – Remote.**

Moses Center Statement of Disability

If you are student with a disability who is requesting accommodations, please contact New York University's Moses Center for Students with Disabilities (CSD) at 212-998-4980 or mosescsd@nyu.edu. You must be registered with CSD to receive accommodations. Information about the Moses Center can be found at www.nyu.edu/csd.

NYU School of Engineering Policies and Procedures on Academic Misconduct

B. Definition: Academic dishonesty may include misrepresentation, deception, dishonesty, or any act of falsification committed by a student to influence a grade or other academic evaluation. Academic dishonesty also includes intentionally damaging the academic work of others or assisting other students in acts of dishonesty. Common examples of academically dishonest behavior include, but are not limited to, the following:

1. Cheating: intentionally using or attempting to use unauthorized notes, books, electronic media, or electronic communications in an exam; talking with fellow students or looking at another person's work during an exam; submitting work prepared in advance for an in-class examination; having someone take an exam for you or taking an exam for someone else; violating other rules governing the administration of examinations.

2. Fabrication: including but not limited to, falsifying experimental data and/or citations.

3. Plagiarism: intentionally or knowingly representing the words or ideas of another as one's own in any academic exercise; failure to attribute direct quotations, paraphrases, or borrowed facts or information.

4. Unauthorized collaboration: working together on work that was meant to be done individually.

5. Duplicating work: presenting for grading the same work for more than one project or in more than one class, unless express and prior permission has been received from the course instructor(s) or research adviser involved.

6. Forgery: altering any academic document, including, but not limited to, academic records, admissions materials, or medical excuses.