

**Course: CS 3750 (User Interface Design)**  
**Semester: Summer, 2012 (BCN)**

**Class Schedule (Draft)**

Colin Potts, School of Interactive Computing

Week 1 Tuesday: Introduction to the course.

Week 1 Wednesday: Norman #1

Week 1 Thursday: UIS1 DUE DATE: Your goals and interests

Week 1 Friday: Norman #2

Week 2 Tuesday. Norman #3. UIS2 DUE DATE: Bring CITI certificate to class.

Week 2 Wednesday. Norman #4

Week 2 Thursday. UIS3 DUE DATE: Design critique #1

Week 2 Friday. Norman #5

Week 3 Tuesday. Intro to project. Project methodology.

Week 3 Wednesday. Project methodology reqts and sketching

Week 3 Thursday. UIS4 DUE DATE: Design critique #2

Week 3 Friday. Project methodology prototyping and evaluation

Week 4 Monday. UIT1 DUE DATE: Project idea and workbook

Week 4 Tuesday. Requirements

Week 4 Wednesday. Requirements

Week 4 Friday. NO CLASS. UIS5 DUE DATE: Design critique #3

First Break

Week 5 Tuesday. User interfaces

Week 5 Wednesday. User interfaces

Week 5 Friday. Alternatives

Week 6 Monday: UIT2 DUE DATE: User requirements

Week 6 Tuesday: User interfaces

Week 6 Wednesday: Project work session

Week 6 Friday: Project work session

Week 7 Monday: UIT3 DUE DATE: Design alternatives report

Week 7 Tuesday: UIT3 Design studio (double period). Discussion of implementation.

Second Break

Week 8 Wednesday. Prototyping work

Week 8 Friday. Prototyping work

Week 9: Monday: DUE DATE UIT4: Prototype implementation and evaluation plan

Week 9 Tuesday Evaluation work

Week 9 Wednesday Evaluation work

Week 9 Friday Course review

Week 10 Tuesday: UIT5 Final report, including prototype evaluation

Week 10 Tuesday/Wednesday (t.b.a.) Final project demonstrations and/or poster session (double period)

Week 10 Wednesday: UIS6 DUE DATE. Class participation reflection

## **Assessments**

There are eleven assignments, of which four are team assignments involving a project you will choose and work on with three other students. Absolutely NO late assignments will be accepted after the T-Square grace period. Please note that T-Square dates and times are US EDT. We are on CET which is EDT+6. The dates and times below should be unambiguous.

## **Final grades.**

Grades, except where announced above will be letter grades with pluses and minuses that are converted the standard 0..4 GPA score. For ease of combination on T-Square, these are then mapped to scores out of 100 (not, strictly speaking percentages) on a standard conversion scale. Your final grade will be a weighted combination of these grades. Please note the attendance requirements. Attendance at the poster sessions and demonstrations is mandatory. Failure to show up for either of these (except for an excused absence) will result in an immediate letter-grade reduction in your grade. Other absences will result in the following reductions: One absence, 1%, Two absences, 3%, Three absences, 5%, subsequent absences, one letter grade per absence.

Your final letter grade will be obtained by converting your 0..100 weighted overall grade back to a letter grade equivalent with boundaries, as usual, at 90%, 80%, 70%, and 60%.

## **Design Reflection**

Three of the individual assignments involve recorded reflections about designs of your choice. The idea of these assignments is to help you become more confident about discussing the strengths and limitations of a design in a reflective (non-intuitive) way so that when you start to work on your own designs, these will benefit from your critical skills.