Week 1
2. History of CHI, HCI, User Experience, Interaction Design. From the first tool makers through cybernetics to multi-model design: voice, touch, haptics, Gaze, ubiquity, embedded systems.

Week 2
1. Understanding Sight, Voice, Touch
2. Understanding Nature – bodily context
3. Understanding Nurture – socio-economic context

Week 3
2. Beginnings: Storyboarding, personas, idea rockets
3. Continuing: linking beginnings to prototyping, wireframes, etc.

Week 4

1. Software Engineering Tools in Agile Development: use case, etc.
2. Completing the Circle: Evaluation
3. Completing the Circle: Evaluation from the business perspective

Week 5

1. Getting Busy, Tools for communication, Photoshop, etc.
2. Photoshop, etc.
3. Photoshop, etc.

Week 6

1. Still Getting Busy, Tools for show and more, Photoshop
2. Photoshop, etc.
3. Photoshop, etc.

Week 7

1. Getting Excited, Building while under the hood. HTML and CSS
2. HTML and CSS
3. HTML and CSS

Week 8

1. Still Getting Excited, Building while under the hood. HTML and CSS
2. HTML and CSS
3. HTML and CSS

Week 9

1. Going Mobile. HTML and CSS for responsive design
2. HTML and CSS for responsive design
3. HTML and CSS for responsive design

Week 10

1. Back through the cycle: Requirements Gathering
2. Requirements Gathering, talking and selling to customers
3. Reporting

Week 11
1. Some of the Business End: Analytics
2. Search Engine Optimization
3. Revenue Generation

Week 12
1. Communication through the web: Rhetoric and Text and Typography and symmetry
2. Rhetoric and Text and Typography and symmetry
3. Rhetoric and Text and Typography and symmetry

Week 13
1. Web Best Practices. Exercises in critique
2. Web Best Practices. Travel through the way back machine
3. Synthesis: preparing for the final project

Week 14
1. Final Project
2. Final Project
3. Final Project

Week 15
1. Final Project and Presentations
2. Final Project and Presentations
3. Final Project and Presentations

Week 16
1. Final Project and Presentations
2. Final Project and Presentations
3. Final Project and Presentations

RESOURCES

http://www.interaction-design.org/encyclopedia/human_computer_interaction_hci.html

Introduction to Usability Engineering for Web and Mobile (or, Web+, or, for GUI, or, GUI Design) OR Introduction to Usability Engineering, User Interaction, and User Experience Design OR Introduction to Usability Engineering and User Interaction and Experience Design OR Introduction to Usability Engineering and User Interaction Design (for the Web).

Minor in Usability Engineering and User Interaction and Experience Design (for the Web).
User Experience "fully encompasses traditional Human-Computer Interaction (HCI) design, and extends it by addressing all aspects of a product or service as perceived by users."


Project Management, Software Engineering I,

http://www.resume-resource.com/extec5.html (good example of skills needed)

http://www.nngroup.com/articles/usability-101-introduction-to-usability/

Usability is defined by 5 quality components:

- **Learnability**: How easy is it for users to accomplish basic tasks the first time they encounter the design?
- **Efficiency**: Once users have learned the design, how quickly can they perform tasks?
- **Memorability**: When users return to the design after a period of not using it, how easily can they reestablish proficiency?
- **Errors**: How many errors do users make, how severe are these errors, and how easily can they recover from the errors?
- **Satisfaction**: How pleasant is it to use the design?

http://uxmag.com/articles/storyboarding-in-the-software-design-process


<table>
<thead>
<tr>
<th>Class Objective</th>
<th>Learn the overview and details of user interface and user experience design, principally for web and mobile but also generally including the history</th>
</tr>
</thead>
<tbody>
<tr>
<td>Class Organization</td>
<td>Class will consist of lecture and discussion on topics assigned through this outline and class assignments. The instructor will expect the students to have read the covered chapters prior to classroom instruction if given. In addition, the class will have both individual and group projects during supervised class and outside class times. The instructor will engage with the class to assure that learning occurs. Students are responsible for tracking their assignments and their own grades. Check the web page for information.</td>
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<tr>
<td>Assignment</td>
<td>NA</td>
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<td>Types</td>
<td>Class participation, in class assignments</td>
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<tr>
<td>Exams, Projects, Homework, Class Participation</td>
<td>Class participation, in class assignments</td>
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<td>Grading Policies</td>
<td>In class assignments – 50%</td>
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<td>Participation – 50%</td>
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<td>Final letter grades given final scores:</td>
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<tr>
<td>Note on Special Needs</td>
<td>Any student requiring accommodations or services due to a disability must contact the Services for Students with Disabilities (SSD) in room 181 of the Student Service Center. SSD can also arrange to provide course materials (including this syllabus) in alternative formats if necessary.</td>
</tr>
<tr>
<td>WSU Student Code</td>
<td>Students are expected to be familiar with the WSU Student Code and abide by it. The Code may be reviewed on line at <a href="http://www.weber.edu/ppm/6-22.htm">http://www.weber.edu/ppm/6-22.htm</a> (pay specific attention to Section 4D). All necessary steps will be taken to enforce the Student Code to guarantee fairness to all students.</td>
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<tr>
<td>Accounts</td>
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<tr>
<td>Cheating</td>
<td><a href="#">See Here</a></td>
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