

University of Illinois at Chicago  
Spring 2000

## EECS 478 — User Interface Design and Programming Course Syllabus

**Room:** LC B1

**Time:** WF 4:00 – 5:15

**URL:** <http://courseinfo.uic.edu:88/courses/1/eecs478s01>

### Staff

**Instructor:** Barbara Di Eugenio

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**Office Hours:** W 2-3, F 11-12

Other times by appointment only

**Teaching Assistant:** Rachna Wadhvani

**TA's email:**

**TA's Office Hrs:** TBA

### Course Objectives

The aim of this course is to provide students with knowledge of the theoretical foundations of human computer interaction; appreciation for human factors in software systems, and for what makes an interface good; and practice in designing user-centered interfaces.

### Textbooks

1. Ben Schneiderman, *Designing the User Interface*, Third Edition, Addison-Wesley, 1998. It has a rich web site: <http://www.aw.com/DTUI>

Other references:

1. K. Mullet, D. Sano, *Designing Visual Interfaces*, SunSoft Press, 1995 (on reserve in the library)
2. A. Dix, J. Finlay, G. Abowd, R. Beale, *Human Computer Interaction*, Prentice Hall, 1998

I may distribute extra materials from these and other sources, or point you to articles on the web.

The first project will be implemented in HTML/JavaScript. Two good references for JavaScript (some of you may have these books from EECS101):

1. Danny Goodman, *JavaScript Bible*, IDG Books, 1998
2. David Flanagan, *JavaScript, The Definitive Guide*, O'Reilly, 1998

Some on line references for JavaScript:

1. *JavaScript Tutorial for Programmers*, <http://www.stars.com/Authoring/JavaScript/Tutorial/>
2. *JavaScript Tutorial, A Bridge to Computer Science*, <http://www.cs.brown.edu/courses/bridge/1998/res/javascript/javascript-tutorial.html>

The second project will most likely be in Java. I will provide references for Java when / if appropriate.

## Prerequisites

EECS 370

## Notes

- I use email a lot to communicate with the whole class. Please check your email frequently, especially around deadlines (homeworks and exams).
- The web page contains all materials relevant to the class, syllabus, assignments etc. You can also see you own grades.

## Tentative Schedule

Dates	Topic	Readings
Week 1 (1/10-12)	Introduction, Information Exploration	Ch. 1
Week 2-3 (1/17-24-26)	Principles, Golden Rules	Ch. 2, 3, 10
(1/19)	<b>No Class</b>	
Week 4 (1/31, 2/2)	Human processing, direct manipulation	Ch. 6
Week 5-6 (2/7-9-14)	Menus etc, Display design	Ch. 7, Sec. 11.3-11.4
Week 6-7 (2/16-21)	Command languages, dialogue systems	Ch. 8-9
Week 7-8-9 (2/23-28, 3/2-7-9)	Midterm, Project 1 presentations	
(3/11-18)	<b>No Class, Spring Break</b>	
Week 10 (3/21-3/23)	Dialogue systems	Ch. 8-9
Week 11 (3/28-30)	Error messages, Evaluation	Sec. 11.2, Ch. 4
Week 12 (4/4-6)	Multiple windows, WWW	Ch. 13, 16
Week 13-14 (4/11-13-18-20)	Project 2 presentations	
Week 15 (4/25-27)	Invited speakers, review, ...	

## Important Dates

Note: homework / project deadlines are tentative. Homeworks must be electronically submitted by midnight (i.e., 11:59pm) on the day they are due.

Date	Event
2/2	Homework 1 due
2/21	Project 1 due
2/28	<b>Midterm 1</b>
3/9	Homework 2 due
4/8	Project 2 due
Finals week (4/30-5/4)	<b>Final</b>

## Grading Criteria

- **2 Homework Assignments** (10% total): Each homework will be worth 5% of the grade.
- **2 Group Projects** (40% total): Each project will be worth 20% of the grade.
- **2 Exams:** 1 midterm (20%), 1 final (25%).
- **Other:** quizzes, class participation (5%)

**Important Note:** To pass the class you must get at least 60% of the grade on both exams, and on both projects.

Letter grades will be decided **only at the end**. However, the following guidelines will be adhered to:

Overall Score of at least    Letter grade

90%	A
80%	B
70%	C
60%	D

## Policies on homeworks and exams

### General Policies

1. Late homeworks / projects will not be accepted in any case, unless there is a **documented** personal emergency. Arrangements must be made with the instructor as soon as possible after the emergency arises, preferably before the homework due date.  
**Advice:** If for whatever reason you don't manage to finish an assignment, hand in what you have. Partial credit may be given at the grader's discretion.
2. Statute of Limitations: **Two weeks!** No grading questions or complaints — **no matter how justified** — will be listened to two weeks after the item in question has been returned.

### Quizzes

Starting at the end of January, there will be bi-weekly in class quizzes. The purpose of quizzes is to make sure students don't fall back on their readings — reading in advance is necessary to participate in class discussions.

### Homeworks / projects

There will be 2 homeworks and 2 projects. Homeworks are short individual assignments intended to give you some quick experience with concepts we saw in class. Projects are group efforts to apply techniques we saw in class to real even if simplified problems. Each group will present its project in class, and participate in critiquing other groups' projects.

Homeworks / projects will have to be handed in either via the facility available under the web page, or by means of the **turnin** command under UNIX. More details will be available later.

### Exams

1. The midterm will be given during class time, possibly extended to two hours if the classroom is free after 5:15.

2. Any **justified** request for a make-up must be brought to the instructor's attention well in advance of the exam. No requests for make-up will be granted after the exam.
3. Exams will be closed-book. They'll consist of some short questions reviewing concepts we saw, plus problems to solve and / or short essays.

## Policy on Academic Integrity

**Academic dishonesty will not be tolerated.** Please see the EECS department policy below on the topic; this policy specifies penalties for violations.

What is academic dishonesty? To hand in any work which is not 100% the student's creation, unless you are explicitly allowed to do so. Thus:

1. **Exams.** All work on all exams must be individually performed.
2. **Homeworks:** no student may give any other student any portion of their solutions or code, through any means. Students are not allowed to help each other debug the code, or to show each other any portions of code or homework.
3. **Projects:** Groups are not allowed to discuss their solutions with any other group.

**Important Note:** every semester somebody is caught red-handed and as a consequence fails the class. Isn't it better to get a B or a C than an E?

## EECS department policy on academic dishonesty

The EECS Department will not tolerate cheating by its students. The MINIMUM penalty for any student found cheating will be to receive an E for the course and to have the event recorded in a department and/or College record. The maximum penalty will be expulsion from the University.

We intend to devote more effort than in the past to detecting and punishing cheating. Cheating includes all the following, though this is not a complete list:

- Copying or any other form of getting or giving assistance from another student during any test, quiz, exam, midterm, etc.
- Plagiarism—turning in writing that is copied from some other source.
- Obtaining solutions to homework by posting to the Internet for assistance, purchasing assistance, obtaining copies of solutions manuals for instructors, and obtaining copies of previous year's homework solutions.
- Computer programs: Any time you look at another student's code, it is cheating. (Exception: If you are EXPLICITLY told that you may do so by the instructor, for instance, in working on a large group project in the 400-level software engineering course.)

For computer programs, if for some reason we cannot determine who copied from whom, we may, at our discretion, give failing grades to both students.

It is the responsibility of all engineering and computer science professionals to safeguard their company's "trade secrets." An employee who allows trade secrets to be obtained by competitors will almost certainly be fired. So, YOU are responsible for making sure that your Unix directories have permissions set so that only you can read your files, for being sure to log out at the end of working in the computer lab, etc.