Course Syllabus

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unt.instructure.com  
Textbook: No Textbook - Lecture Notes, Slides, and Online Resources

Topics:  
Methods for designing, prototyping, and evaluating user interfaces for computing applications.  
Human capabilities, interface technology, interface design methods, and interface evaluation tools and techniques.

This course is blended online and most instruction and assignments will occur online.

Prerequisites: CSCE 2100 and 2110 (or equivalent). This pre-requisite is enforced.

Course Outcomes:

1. Demonstrate knowledge of the contemporary best practices for user interface design.
2. Perform the different phases of the interface design process.
3. Demonstrate knowledge of user modeling and show how these models affect the design of an interface.
4. Demonstrate the design and development of a computer-user interface using appropriate techniques.
5. Perform different types of evaluations of interfaces.

Evaluation

Homework: There will be regular homework assignments and quizzes given through Canvas. Homework is to be completed individually unless specified otherwise.

Exams: There will be a midterm and a final exam. The final exam is comprehensive.

No late homework, projects, exams, quizzes or assignments of any kind are accepted. There are no exceptions to this and no deadline extensions - sorry.

Approximate Course Grading (subject to change)

<table>
<thead>
<tr>
<th>Component</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Midterm</td>
<td>15%</td>
</tr>
<tr>
<td>HW / Quizzes / Assignments</td>
<td>70%</td>
</tr>
<tr>
<td>Final Exam</td>
<td>15%</td>
</tr>
</tbody>
</table>

The final course grade will be based on the following scale:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>90 – 100</td>
</tr>
<tr>
<td>B</td>
<td>80 – 89</td>
</tr>
<tr>
<td>C</td>
<td>70 – 79</td>
</tr>
<tr>
<td>D</td>
<td>60 – 69</td>
</tr>
<tr>
<td>F</td>
<td>Below 60</td>
</tr>
</tbody>
</table>
Tentative Topic Schedule

<table>
<thead>
<tr>
<th>Week</th>
<th>Topics</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Introduction</td>
</tr>
<tr>
<td>2</td>
<td>CSS – Good UI</td>
</tr>
<tr>
<td>3</td>
<td>Interaction Design Foundations</td>
</tr>
<tr>
<td>4</td>
<td>Photoshop Part 1</td>
</tr>
<tr>
<td>5</td>
<td>Photoshop Part 2</td>
</tr>
<tr>
<td>6</td>
<td>Adobe XD Part 1</td>
</tr>
<tr>
<td>7</td>
<td>Adobe XD Part 2</td>
</tr>
<tr>
<td>8</td>
<td>Midterm</td>
</tr>
<tr>
<td>9</td>
<td>Topics</td>
</tr>
<tr>
<td>10</td>
<td>Accessibility</td>
</tr>
<tr>
<td>11</td>
<td>Usability Testing</td>
</tr>
<tr>
<td>12</td>
<td>Android UI Development</td>
</tr>
<tr>
<td>13</td>
<td>Break</td>
</tr>
<tr>
<td>14</td>
<td>iOS UI Development</td>
</tr>
<tr>
<td>15</td>
<td>Google Analytics – UI Evaluation</td>
</tr>
<tr>
<td>16</td>
<td>Final Exam</td>
</tr>
</tbody>
</table>

Course Policies

- The Department of Computer Science cheating policy will be followed. Any student caught cheating will receive an automatic F for the course and further disciplinary action may be taken. This will include those who violate the rules, as well as those who permit such actions.
- Students are expected to do their own work on homework/programming assignments. I encourage everyone in the class to discuss the assignments. However, any work/code turned in must be your own. Do not share quiz or exam questions.
- Exams must be taken before the due date. Exams will be available several weeks before the due date. No make-up exams or assignment deadline extensions are given.
- Homework assignments must be turned in on the due date. No assignments may be turned in late. If Canvas marks an assignment late (this may occur even if a quiz is started at 11:57pm), it is graded as a zero.
- Having others complete your assignments, turning in the work of others, or sharing quiz or exam questions are considered academic dishonesty.

Americans with Disabilities Act

The Computer Science Department cooperates with the Office of Disability Accommodation to make reasonable accommodations for qualified students (cf. Americans with Disabilities Act and Section 504, Rehabilitation Act) with disabilities. If you have not registered with ODA, we encourage you to do so. If you have a disability for which you require accommodation please discuss your needs with the instructor or submit a written Accommodation Request on or before the fourth class day.