

Course Syllabus

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SYLLABUS

Below you will find information regarding:

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- Learning objectives
- Communication policy
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- Attendance policies
- Plagiarism policies
- Grading

You will also find the course schedule, including Modules 1-15, and assignment deadlines.

About the Course

This course introduces foundational approaches to research and design in the field of Human-Computer Interaction (HCI). HCI research involves systematic study of people's behaviors and experiences with information technology (IT) to define models and requirements that inform IT design processes. HCI design involves iterative ideation, prototyping, and evaluation to create IT products and services that people find useful, usable, and valuable. Throughout the course, students will learn and practice HCI research methods such as user interviewing and task analysis to understand users' goals, activities, and experiences, and construct personas, scenarios, and requirements to communicate knowledge gained by employing these methods. Students will then practice design thinking, prototyping, and usability testing to translate this knowledge into novel and usable IT designs. Overall, the course aims to help students develop practical skills to understand and design IT products and services that meet people's needs and provide experiences they value.

Credit Hours:

3 credit hours

Course Format:

This is an online course.

Learning Objectives

- **Understand core HCI principles:** Students should be able to explain and apply fundamental HCI concepts such as usability, user experience (UX), the UX lifecycle, user-/human-centered design, affordances, and mental models.
- **Conduct user research:** Students should be able to plan and execute user research methods, including user interviews and usability testing, and data analysis to understand user needs and preferences.
- **Design low and high-fidelity prototypes:** Students should be able to iteratively create interactive representations of user interfaces that demonstrate the appearance and behavior of design concepts at varying levels of detail.
- **Evaluate User Interfaces:** Students should be able to evaluate prototypes and existing products (e.g., websites, mobile and desktop apps) by applying HCI principles and evaluation methods such as naturalistic observation, usability testing, and cognitive walkthroughs.
- **Communicate Design Knowledge:** Students will be able to effectively communicate design knowledge based on findings from user research and evaluation to highlight design implications, outline requirements (e.g., user stories), and explain design rationales to both technical and non-technical audiences through presentations and reports.
- **Apply HCI Knowledge to Real-World Problems:** Students should be able to define and solve real-world design problems through the iterative application of HCI knowledge and methodologies to design innovative, useful, usable, and desirable solutions.

Communication Policy

I will send weekly announcements via Canvas. Announcements are important in this class. Refer to the Canvas [help page \(https://community.canvaslms.com/t5/Student-Guide/How-do-I-manage-my-Canvas-notification-settings-as-a-student/ta-p/434\)](https://community.canvaslms.com/t5/Student-Guide/How-do-I-manage-my-Canvas-notification-settings-as-a-student/ta-p/434) for assistance in setting up your announcement settings.

Check your Canvas account settings to ensure the email listed is current. It is also required that you check your UC email.

Please contact me by email (not Teams) with any questions about the course and allow 1-2 days (M-F) for a reply before reaching out again.

Course Textbook & Technology

This class requires ability to research library resources, academic literature, and practitioner resources. Students will conduct effective searches using the university library and available search engines. All readings will be available online or as PDFs in the course readings folder.

Textbook

- Hartson, R., & Pyla, P. S. (2018). The UX book: Agile UX design for a quality user experience (2nd Ed.). Morgan Kaufmann.
 - You can access the e-book with your UC credentials: <https://www-sciencedirect-com.uc.idm.oclc.org/book/9780128053423/the-ux-book>  (<https://www-sciencedirect-com.uc.idm.oclc.org/book/9780128053423/the-ux-book>)

com.uc.idm.oclc.org/book/9780128053423/the-ux-book

Technology Requirements

- Reliable computer with internet access, a web browser (e.g., Chrome, Firefox, or Safari), and the ability to install and use software applications required for course participation.
- Figma Professional (free for students)

Course Policies

Individual Work Policy

All quizzes and individual assignments must be done individually. **Working collaboratively on individual assignments will result in a failing grade and a report of Academic Misconduct.** Students are required to review the definition of plagiarism found in the [student code of conduct \(https://www.uc.edu/campus-life/conduct/student-code-of-conduct.html\)](https://www.uc.edu/campus-life/conduct/student-code-of-conduct.html) and to ensure that all their submissions are their own. Any sources used that are not created by the student should be referenced and cited appropriately. Academic dishonesty of any kind will be dealt with according to the full extent of the student code of conduct, including a failing grade on the assignment.

Late or Missing Assignment Policy

All assignments must be submitted before the deadline. Late assignments will not be accepted under any circumstances.

Student Religious Accommodation Policy

Ohio law and the University of Cincinnati's Student Religious Accommodations for Courses Policy 1.3.7 permits a student, upon request, to be absent for reasons of faith or religious or spiritual belief system or participate in organized activities conducted under the auspices of a religious denomination, church, or other religious or spiritual organization and/or to receive alternative accommodations with regard to examinations and other course requirements due to an absence permitted for the above-described reasons. Not later than fourteen days after the first day of instruction in the course, a student should provide the instructor with written notice of the specific dates for which the student requests alternative accommodations. For additional information about this policy, please contact the Executive Director of the Office of Equal Opportunity and Access at (513) 556-5503 or oeohelp@ucmail.uc.edu.

Plagiarism

Plagiarism Detection and Review

This course utilizes Turnitin for plagiarism detection. However, the settings have been adjusted to exclude short phrases (4 words or less), references, and quoted material. Please be aware that Turnitin is not a perfect tool, and

your instructor will always personally review submissions before raising any academic integrity concerns.

Acceptable Similarities

You will not be penalized for the following types of similarities:

- Items in the template that are consistent across all submissions (e.g., DOI, CSS concepts, template conference information)
- Short phrases
- Author names
- Other practical/unavoidable issues

Unacceptable Practices

The following practices will be flagged as potential academic integrity concerns:

- Full sentences or paragraphs copied from other sources without proper quotation
- Over-reliance on AI tools to complete your work

Plagiarism Prevention Tools

To help you avoid plagiarism, you may utilize the following tools:

1. **Turnitin:** The assignment submission process includes a plagiarism check through Turnitin. You may submit as many times as you like before the deadline to ensure your work is original. For future labs, if you submit significantly ahead of the deadline and intend to resubmit, please leave a comment indicating this.
2. **Scribbr (<https://www.scribbr.co.uk/plagiarism-checker/self-plagiarism-checker/>):** This free plagiarism checker partners with Turnitin to compare your work against a vast database. While the free version doesn't provide a full report, it can help you identify potential issues.
3. **Grammarly (<https://www.grammarly.com/plagiarism-checker>):** Grammarly's plagiarism checker not only detects plagiarism but also checks for other writing issues, making it a valuable tool for improving your overall writing quality.

Don't Let Plagiarism Checkers Fool You: Learn the Rules and Write with Integrity

Plagiarism checkers are convenient tools, but they're not foolproof. Relying on them to catch every instance of plagiarism can lead to accidental academic dishonesty and a misunderstanding of what constitutes original work. The best way to avoid plagiarism is to understand what it is and develop strong writing habits that prioritize original thought and proper attribution.

Why Plagiarism Matters, Even in IT

You might wonder why plagiarism matters, especially in a field like IT. After all, isn't programming more about problem-solving and coding than writing? While technical skills are crucial, effective communication and ethical practices are equally important for a successful IT career.

Here's why avoiding plagiarism is essential in IT:

1. **Building Trust:** When you present work as your own, you build trust with your colleagues, clients, and supervisors. Plagiarism erodes that trust and can damage your reputation.
2. **Protecting Intellectual Property:** In the IT industry, intellectual property is incredibly valuable. Understanding plagiarism helps you respect the rights of others and safeguard your own creations.
3. **Developing Critical Thinking:** Writing original work forces you to think critically, analyze information, and synthesize ideas. These skills are invaluable for any IT professional.
4. **Honing Communication Skills:** Writing clearly and effectively is essential for communicating complex technical concepts to both technical and non-technical audiences.
5. **Upholding Ethical Standards:** Avoiding plagiarism is a matter of ethics and integrity. Upholding these standards demonstrates your commitment to professionalism and responsible conduct.

How to Avoid Plagiarism

- **Understand the Definition:** Plagiarism isn't just copying and pasting someone else's words. It also includes paraphrasing without proper attribution, using someone else's ideas without giving credit, and self-plagiarism (reusing your own work without acknowledging it).
- **Cite Your Sources:** Whenever you use someone else's work, whether it's a direct quote, a paraphrase, or an idea, give them credit by citing your source.
- **Learn to Paraphrase:** Paraphrasing is restating someone else's ideas in your own words. However, it's not just about changing a few words; you need to understand and express the original idea in a new way.
- **Use Quotation Marks:** When you use someone else's exact words, enclose them in quotation marks and provide a citation.
- **Consult Your Instructor:** If you're unsure whether something constitutes plagiarism and it is not included on this page, ask your instructor for guidance.

Remember, plagiarism isn't just an academic issue; it's a matter of professional ethics and personal integrity. By learning to avoid it, you'll develop valuable skills that will serve you well throughout your career in IT and beyond.

Importance of Citing Sources

As a student, it is crucial to understand how to attribute information and ideas in your writing properly. In this course's lab assignments, your focus should be on presenting well-researched facts, not personal opinions.

Merely listing citations at the end of your work is insufficient; you must *directly reference* each source within your writing. Use APA in-text citations or embedded hyperlinks (not full URLs) to indicate where you have utilized information from each source. Failure to do so renders your "references" meaningless, as they don't connect to any specific content in your work.

While it may seem obvious that direct quotes or borrowed facts require citation, remember that **any idea or concept** that is not your own must also be attributed. Not only does proper citation lend credibility to your research, but it also protects you from accusations of plagiarism.

Course Policy on the Use of Generative AI in Assignments

Generative AI tools and technologies, such as ChatGPT, may not be used to author any significant text portion of your assignments (e.g., sentences, paragraphs, etc.). All written content must be solely created by you, the student.

However, you may utilize AI tools as a productivity tool and resource to generate specific elements of sentences, code, or tables. In such cases, the use of generative AI must be explicitly disclosed within the assignment. For example, include a statement in the acknowledgments section: "ChatGPT was utilized to generate [specific elements]."

Software tools that check spelling and grammar, like those integrated in Word or Grammarly, are permitted and do not require disclosure. If you're unsure whether a particular tool needs to be disclosed, err on the side of caution and include a disclosure in the acknowledgments.

Remember, using ChatGPT or similar tools to generate written content for your assignments is strictly prohibited and may result in a failing grade, a report of academic misconduct, and potential consequences for your funding as a student. Even minor uses of generative AI without proper disclosure may lead to penalties.

By adhering to this policy, you ensure the integrity of your work and demonstrate your commitment to academic honesty.

Grading

As a University of Cincinnati class, and students are expected to adhere to the highest standards of excellence and academic best practices in all assignments. Most assignments are in the form of papers, design artifacts, or presentations. Students who lack proficiency in writing are encouraged to see the university writing center.

GRADE SCALE

93.00% and above = A

90.00%-92.99% = A-

87.00%-89.99% = B+

83.00%-86.99% = B

80.00%-82.99% = B-

77.00%-79.99% = C+

73.00%-76.99% = C

70.00%-72.99% = C-

less than 70.00% = F

EXPECTATIONS

Students are expected to prepare for, attend, and participate in class, turn in individual and team assignments by posted deadlines, and login to Canvas at least once a week to complete assignment and engage with course content.

Dates and Deadlines

*****University Dates and Deadlines Calendar*****  (<https://www.uc.edu/about/registrar/calendars.html>)

Select a semester calendar to access information regarding Registration, Withdrawals, Fees, and Refunds.






DISCLAIMER









NOTE: The instructor reserves the right to update this syllabus as class needs arise. Be assured that they will communicate to you any changes to the schedule, syllabus or policies quickly and efficiently.



NEXT IS HERE

Refer to the **Start Here** (<https://uc.instructure.com/courses/1743270/modules/8250026>) module for additional information and to begin the course.

Course Summary:

Date	Details	Due
Sun Jan 19, 2025	 Create Figma Pro Account (https://uc.instructure.com/courses/1743270/assignments/21832296)	due by 11:59pm
	 Figma Tutorial 1 (https://uc.instructure.com/courses/1743270/assignments/21837896)	due by 11:59pm
Sat Jan 25, 2025	 Quiz #2 (Ch5-8) (https://uc.instructure.com/courses/1743270/assignments/22027940)	due by 11:59pm
Sun Jan 26, 2025	 UX Portfolio Comparison (https://uc.instructure.com/courses/1743270/assignments/21838002)	due by 11:59pm
Fri Jan 31, 2025	 Quiz #3 (Ch9) (https://uc.instructure.com/courses/1743270/assignments/22036830)	due by 11:59pm

Date	Details	Due
Fri Feb 7, 2025	 Quiz #4 (Ch10) https://uc.instructure.com/courses/1743270/assignments/22047616	due by 11:59pm
	 Project Vision https://uc.instructure.com/courses/1743270/assignments/21841428	due by 11:59pm
Sun Feb 9, 2025	 Figma Tutorial 2 https://uc.instructure.com/courses/1743270/assignments/21837900	due by 11:59pm
Mon Feb 10, 2025	 Quiz #1 (Ch1-2) https://uc.instructure.com/courses/1743270/assignments/22008088	due by 11:59pm
Fri Feb 14, 2025	 Quiz #5 (Ch12-14) https://uc.instructure.com/courses/1743270/assignments/22058888	due by 11:59pm
Fri Feb 21, 2025	 Quiz #6 (Ch15) https://uc.instructure.com/courses/1743270/assignments/22070684	due by 11:59pm
Sun Feb 23, 2025	 Figma Tutorial 3 https://uc.instructure.com/courses/1743270/assignments/21837904	due by 11:59pm
	 Interview Report https://uc.instructure.com/courses/1743270/assignments/21841702	due by 11:59pm
Fri Feb 28, 2025	 Quiz #7 (Ch16-18) https://uc.instructure.com/courses/1743270/assignments/22084310	due by 11:59pm
Sun Mar 2, 2025	 Personas https://uc.instructure.com/courses/1743270/assignments/21842158	due by 11:59pm
Mon Mar 3, 2025	  Midterm Check-in https://uc.instructure.com/courses/1743270/assignments/22055696	due by 11:59pm
Sun Mar 16, 2025	 A/B Prototypes https://uc.instructure.com/courses/1743270/assignments/21842618	due by 11:59pm
Sun Mar 30, 2025	 A/B Evaluation https://uc.instructure.com/courses/1743270/assignments/21842980	due by 11:59pm
Sun Apr 13, 2025	 Usability Evaluation https://uc.instructure.com/courses/1743270/assignments/21843158	due by 11:59pm

Date	Details	Due
Fri Apr 25, 2025	 Course Evaluation (100pts) https://uc.instructure.com/courses/1743270/assignments/21708154	due by 11:59pm
Mon Apr 28, 2025	 UX Portfolio https://uc.instructure.com/courses/1743270/assignments/21843162	due by 11:59pm