Thesis Course Syllabus

Course Information

Course Prefix and Number: CS 6750
Course Name: Human-Computer Interact
Instructor: Dombrowski, Lynn

Fall 2026

Course Description

Describes the characteristics of interaction between humans and computers and demonstrates techniques for the evaluation of user-centered systems.

Course Learning Outcomes

The learning objectives of this course focus on student's obtaining fundamental knowledge about HCI, UX, interaction design (ID), and human-centered design. Thus, on the outset of this course, students will be able to do the following:

1. Read, understand, and apply primary sources in HCI
2. Apply fundamental HCI, UX, ID, and user-centered design theories, principles, concepts, and methods to their interaction design projects, which will be evidenced when students are able to do the following:
    a. Articulate basic design rationale, or why they made certain design decisions
    b. Construct and provide basic but useful design criticism to design projects
3. Apply formative, generative, and evaluative design methods to the design of interactive systems, which will require students to be able to do the following:
    a. Understand and identify the conceptual and pragmatic distinctions between the key design phases (*i.e.*, formative, generative, and evaluative phases) to be able to identify which set of methods and practices can move them forward on their interaction design projects
    b. Identify and apply the necessary method(s) and practices required to address identified issues and concerns related to their interaction design projects
4. Conduct basic formative user research within the context of interaction design and thus be able to assess and analyze people's needs and wants, and leverage situational resources and constraints to perform requirements gathering
5. Conduct and apply core generative design methods and theories, including ideation, sketching, and prototyping and so on, to develop design ideas into prototypes based on needs assessments
6. Apply evaluation and usability testing methods to interactive products to assess design decisions
7. Center users in their design craft and decisions

Required Course Materials

None required. All texts will be provided via links accessible to Georgia Tech students. Some readings may require students to be VPN or be on campus to access. Accessing materials will be a student responsibility.

Grading Policy

Use of GENAI is prohibited. No generative AI tools can be used for individual or group assignment submissions.

The grade assignments will be as follow:

90% or > earns an A;

80%-89.999% earns a B;

70%-79.999% earns a C;

60%-69.999% earns a D;

59.999% or < earns an F

Grading Weight Distribution:

Group Project:	50%
Peer Evaluations:	10%
Participation:	5%
Individual Focused Assignments:	35%
Total:	100%

Attendance Policy

Attendance: Class attendance is required for classroom-based courses. It entails being present and attentive for the entire class period (including lecture and project meetings). Attendance shall be taken in every class. **Attendance shall be noted by filling out a notecard with your name, date, and any questions or comments you have during class**. Filling out a notecard for another student is prohibited. The instructor is required to submit to the Registrar a record of student attendance, and action shall be taken if the record conveys a trend of absenteeism.

Missing class reduces your grade through the following policy: **You are allowed three absences without penalty**. There are no "excused" absences. Regardless of the reason, each additional absence will result in a 10% reduction of your overall grade. This reduction is

cumulative in that every additional absence creates an additional 10% reduction (e.g., 1 - 3 absences results in no grade reduction; 4 absences result in a 10% grade drop; 5 absences result in a 20% grade drop; 6 absences result in a 30% a fall which would result in a failing grade in the course). Participation and attendance matter because this course this is a group-based course.

Academic and Research Honesty/Integrity Statement

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards. Review the and the , especially .Student Code of ConductAcademic Honor CodeAppendix A: Graduate Addendum to the Academic Honor Code

Students are expected to perform research in an ethical and responsible manner. All Doctoral and Master's Thesis students are required to take the , and it is expected that students abide by the principles taught in that training while performing research for this thesis course.Responsible Conduct of Research training

Allegations of scientific or scholarly misconduct are handled in accordance with the procedures outlined by the .Policy for Responding to Allegations of Scientific or Other Scholarly Misconduct

Core IMPACTS

Not applicable.

Accommodations for Students with Disabilities

If you are a student with learning needs that require special accommodation, as soon as possible to make an appointment to discuss your special needs and to obtain an accommodations letter. Please also e-mail me as soon as possible in order to set up a time to discuss your learning needs.contact the Office of Disability Services

Expectations of Advisors and Advisees

At Georgia Tech, we believe that it is important to strive for an atmosphere of mutual respect, acknowledgement, and responsibility between faculty members and the student body. The articulates some basic expectations that you can have of me and that I have of you. In the end, simple respect for knowledge, hard work, and cordial interactions will help build the environment we seek. Therefore, I encourage you to remain committed to the ideals of Georgia Tech while in this class.