

# Intro UI Design - CS-3751-A

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**Textbook:** The Design Of Everyday Things, Don Norman & Interaction design beyond human-computer interaction, 3rd edition

## Course Description

This course is an introduction to Human-Computer Interaction and user-centered design process. You will be introduced to a number of different techniques and tools for understanding particular interaction design challenges, you will develop scenarios and storyboards, create low-fidelity prototypes, and iterate on those prototypes to create a final design project.

## Course Objectives

This class is designed to help students develop and use critical thinking skills and evaluation techniques necessary to solve real-world problems related to the field of Human Computer Interaction (HCI).

In completing this course you will:

- Be knowledgeable about human-computer interaction concepts and techniques.
- Be able to access and distill primary research relevant to content area.
- Learn user-centered design techniques and distinguish when and where is most appropriate to use these methods. (Interviewing, ethnography, etc).
- Gain experience as a designer of interactive technology by getting your hands dirty, prototyping. interfaces and functions (but not programming or developing the back-end).
- Practice qualitative and quantitative methods for user needs discovery and usability evaluation.

- Demonstrate that design is a systematic and evidence-based process by working in the field.
- Design technology that is easy to use, useful, and supports users with varying levels of expertise.
- Compellingly communicate design concepts and the rationale behind them.
- Create inventive design artifacts with an awareness of history, audience, and context.

# Grading

The total grade for the class will be based upon the following factors and weights:

|   |         |
|---|---------|
| Group Project   | 60<br>% |
| <ul style="list-style-type: none"> <li>● Project Milestone 1: User Research (15%)</li> <li>● Project Milestone 2: Personas, Task Analysis, Scenarios (15%)</li> <li>● Project Milestone 3: Prototypes (15%)</li> <li>● Project Milestone 4: Evaluation (15%)</li> </ul> |         |
| Individual Assignments  | 25<br>% |
| Studio Attendance & Participation   | 10<br>% |
| Lecture Attendance  | 5%      |

**Group Project & Individual Assignments Grading policy:** Your grade begins at 100, and deductions will be made based on the rubrics. You will receive grades depending on the quality of your answer. If you are late, (e.g., submitting the activity at 12:00 AM or later), you (or your group) get 10 points off for each day.

## Attendance:

You have **one "unexcused" absence** for the studio and **one "unexcused" absence** for the lecture.

If you can't attend a lecture or a studio due to illness, you should provide a doctor's note. Without such evidence, we cannot give any accommodations. In this situation, you should use your unexcused absence.

If you want to ask for excused absences, email *your section TA* at least 24 hours before.

- If you are sick, *please submit medical documentation through the Office of Student Life. We should NOT receive your individual doctor's note for privacy reasons. See here for details:*  
<https://catalog.gatech.edu/policies/student-absence-regulations/>
- [Links to an external site.](#)
- Job interviews *and the GT Career Fair* are counted as an excused absence *as long as students provide an official notice to their TA and/or professor ahead of time.*
- No extension for project milestones and individual assignments

## Late Work

Assignments can be turned in up to one week after the due date. Late assignments will be penalized 10% per day.

## Participation

Class participation is mandatory. Participation in class discussion, studio, and group project are imperative because they allow you to explore content and the design process collaboratively. Participation in a lecture also challenges you to continuously question, refine, and articulate your own ideas and interpretations.

Your participation grade is ALSO determined in part by attendance and from peer evaluation at the end of the group project. NOTE: if you are "voted off" your group because you are not being responsive or productive, you automatically get 50% points off from your total group project grade.

## Written Assignments and Project Reports

Written work is an important part of many of the evaluation components. Students are expected to use best practices when submitting written work. This means clearly citing material that is not your own, in accordance with the GT honor policy listed below.

### **Chat GPT policy**

We treat AI-based assistance, such as ChatGPT, the same way we treat collaboration with other people: you are welcome to talk about your ideas and work with other people, both inside and outside the class, as well as with AI-based assistants. However, all work you submit must be your own. You should never include in your assignment anything that was “not” written directly by you without proper citation (including quotation marks and in-line citation for direct quotes).

Including anything you did “not” write in your assignment without proper citation will be treated as an academic misconduct case. If you are unsure where the line is between collaborating with AI and copying AI, we recommend the following heuristics:

**Heuristic 1:** Never hit “Copy” within your conversation with an AI assistant. You can copy your own work into your own conversation, but do not copy anything from the conversation back into your assignment. Instead, use your interaction with the AI assistant as a learning experience, then let your assignment reflect your improved understanding.

**Heuristic 2:** Do not have your assignment and the AI agent open at the same time. Similar to the above, use your conversation with the AI as a learning experience, then close the interaction down, open your assignment, and let your assignment reflect your revised knowledge. This heuristic includes avoiding using AI directly integrated into your composition environment: just as you should not let a classmate write content directly into your assignment, so also you should avoid using tools that directly add content to your assignment.

Note that there is a gray area when it comes to new tools that go beyond the spelling and grammar checking of Microsoft Word and edit your text to be more “professional” or “scientific”, e.g., Grammarly Professional. These systems are transforming your writing into something that is not your own. The word choices and the sentence structures are too uniform. In some case, these systems introduce incorrect information and even “hallucinated” citations. To be clear: Such errors are your responsibility, and if caught, will be punished.

For students who are not native English speakers, please note that we are not grading you based on your fluency with the language. The TAs have been instructed to disregard this in the scores they assign (although they may give you corrective feedback in their comments), and to focus on the content of your argument and the quality of your engagement with the readings, lectures, and other course materials.

If you are using ChatGPT, you must cite and describe how, where, and in what capacity you use it. If we discover the use of ChatGPT outside of what is cited, you will be graded 0 for the assignment.

## Course Expectations and Guidelines

- The [Georgia Tech Academic Honor Code](#)
- [Links to an external site.](#)
- applies to all work submitted in this course.
- You are expected to check your e-mail and Canvas daily. Important class announcements and information will be posted to Canvas. You are responsible for all materials posted.
- Grades will be posted to Canvas throughout the semester. It is your responsibility to keep track of your submitted assignments and grade progress throughout the semester.
- All project milestones are due 11:59 PM EST.
- Appropriate behavior is expected at all times. This means that you should be respectful of your classmates, your TAs, and your instructor.