

Class 1

1. Introduction both personal and to the class
2. Syllabus review
 - a. Methods to communicate with instructor – Cell Phone 859-0444 Personal email: campbell@countermail.com
 - b. Office Hours – I will be on campus until around 2:00pm every day for the months January and February due to being part of a robotics team. After this time period I will be on campus longer and will notify the class. I am always available by phone, text, and email otherwise.
 - c. Textbook - User Interface Design & Evaluation. Debbie Stone, Caroline Jarrett, Mark Woodroffe, Shailey Minocha. 978- 0120884360
 - d. Course Description, Objectives, and Content
 - e. Grading
 - f. Attendance – attendance will be recorded both in class and using video tracking software for the online students, more on this later.
 - g. Course Requirements
 - i. Assignments – one assignment a week and are usually application based. You have a full week to complete. All assignments are posted online.
 - ii. Exams – There are a few exams during this class and like the assignments will require you to apply the information that you have learned up to that point. They will all be open book because of this. You will have a week for normal exams and two weeks for the final.
 - iii. Project – There is a large project that will extend the entire course. You are tasked with examining a business and planning/designing/evaluating a user interface for a system that is in use/will be used.
 - iv. Other bits and pieces
3. Blackboard demonstration and exploration
4. Lecture capture
 - a. All classes will be recorded and placed online within hours of class.
 - b. When video is ready for viewing an email will be sent out.
 - c. Videos will require the inputting of your email address before viewing. This will allow tracking of your views of the video and will be used for attendance purposes.
 - d. Screen casts will be done for any demonstrations that are made during class and posted in a similar fashion.
5. What is the point of this class?
 - a. When designing systems one of the most overlooked areas is that of the interface with it often being relegated to being one of the last items worked on. This treatment as an afterthought often leads to interfaces that are not useful in fulfilling their tasks and hinder users. Since the interface is what the users actually interface with and is primarily what they know it is important to think of the interface and develop it alongside the rest of the system.
6. Why you should be excited.
 - a. We use interfaces in some manner everyday so most have an innate sense of what they find to be good and bad. The task is to then apply this with some further knowledge to design functional UI.
 - b. This class will allow you to further apply many of the analysis and design concepts started in BUS205, with the focus being on the user interface.

- c. You will learn how to apply design concepts to this system. This will not only allow you to great functional systems but also these skills can be applied in further areas throughout your life.
- d. Good looking UI is not all that we need to be concerned with we also have to think on how the users will interact with the system. In this class we will learn various methods on how interaction can take place.
- e. Today we as users have so many different options of devices to use to interface with systems, these can include items such as smartphones, tablets, and laptops. Each device has its challenges and has to be thought of while in design.
- f. As previously stated we have some idea of what we consider a good and bad interface. However, when it comes to evaluating these sites we need to further our skills so that we can develop effective interfaces.
- g. The final section focuses on persuasion and gives you tools to sway support for user interface design within a company and explain why these topics are integral to the building of systems.