CS 4326/5326 – Human Factors of Computer Systems
Spring 2016

Instructor: Dr. Vangelis Metsis
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Office Hours: MW 2:30pm - 5:00pm

Section Information: CS4326/5326-251
Time and Place of Class Meetings: MW 5:00pm - 6:20pm, DERR 240
Course webpage: http://cs.txstate.edu/~v_m137/cs4326_5326_spr2016/
TRACS URL: https://tracs.txstate.edu/
We will use the TRACS website for the following:
• Grades (Gradebook2 tool)
• Programming assignment submissions (Assignments tool)
• Lecture notes and Resources
• The course schedule and assignments will also be posted on the class webpage.

Description of Course Content:
Principles and methods in human factors and ergonomics applied to the design and use of computer systems. Professional level presentation of techniques and research findings related to human computer interaction. Prerequisite: "C" or higher in CS 3358: Data Structures.

List of Topics:

Course Objectives:
1. The student will understand how human factors affect computer systems design.
2. Present a collection of empirically based knowledge in the area of interaction design.
3. Introduce the student to the fundamental knowledge necessary to understand the capabilities and limitations of people using computer systems.
4. Present an organized statement of the rules of system design and implementation based on contemporary research and established standards.
5. Present relevant methodology for evaluating systems from the users' perspective.
6. Present relevant case studies of human factor evaluation and human factor design research associated with computer systems.
7. Provide opportunities to apply interaction design and human factors to representative written and programming assignments.
8. Provide opportunities to prepare written technical documentation and analysis of various interactive systems.
Course Materials:
- Class notes and resources provided by the instructor.

Suggested Textbooks:
- Tamara Munzner. Visualization Analysis and Design. ISBN 9781466508910

Web:

Grading:
Attendance and participation in class discussions: 5%
One take home exam: 25%
Two oral presentations: 20%
Team Project: 50%

Drop Policy:
You must follow the withdrawal and drop policy set up by the University and the College of Science. You are responsible for checking the drop deadlines and making sure that the drop process is complete. http://www.registrar.txstate.edu/registration/drop-a-class.html
*Students will not be automatically dropped for non-attendance.
*Last day to drop: March 29, 2016.

Accommodations for students with disability:
Any student with a special need requiring special accommodations should inform me during the first two weeks of classes. The student should also contact the office of disability services at the LBJ student center.

Academic Honesty:
You are expected to adhere to both the University's Academic Honor Code as described here: http://www.txstate.edu/effective/upps/upps-07-10-01.html, as well as the Computer Science Department Honor Code, described here: 2013 0426 HonestyPolicy CSPPS.doc.
- Except where explicitly and specially allowed (such as group project), all work submitted in the class is expected to be your individual work. Plagiarism will not be tolerated and if detected will result in automatic "F" grade.
- Do not include code (or other materials) obtained from the Internet in your assignments (except what is provided or allowed by the instructor).
- Do not email your program to anyone (except your partner or the instructor).
- The penalty for submitting a program that has been derived from the Internet or any other non-approved source will be a 0 for that assignment. Violators will be reported to the Texas State Honor Code Council (http://www.txstate.edu/honorcodecouncil/).