COURSE STAFF: INSTRUCTOR

Joanna McGrenere
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contact information also on course website
https://www.ugrad.cs.ubc.ca/~cs444/

COURSE STAFF (CONT’ D)

TAs:
- Matthew Chun (L2B: 10am – 12pm)
- Francesco Vitale (L2A: 2pm – 4pm)
  – lead on workshops
  – almost everything to do with project
  – staffing workshops & monitoring discussion group
  – scheduling (design reviews, etc.)
  – ...lots of other stuff

LEARNING GOALS FOR TODAY

- familiarity with 444, so you know what to expect (structure, website, particulars, etc.)
- understanding of similarity/differences with 344
- brief introduction to the course project
- *time permitting*, a historical look at some HCI foundations and visions
FIRST DAY SURVEY/QUIZ

• not graded 😊
• but will be collected

• discussion about workshop registration to follow
• should have you registered by end of Wed

MAIN COURSE COMPONENTS

• lectures
• pre-class readings and prep assignments (on Connect)
• weekly workshop
• final exam (no midterm)

PROJECT
– ~4-person teams, self-formed with facilitation
– design competition at end of term
– peer evaluation

GRADE BREAKDOWN - TENTATIVE

• Online Prep Assignments (10%)
• Team project (45%) *
• Teammate peer evaluation (5%) *
• Final exam (35%)
• Discretionary (5%) - attendance and participation in workshop/lecture
• Likely to implement some modifications for project grade scaling (similar to CS310), stay tuned...

HOW IS THIS COURSE SIMILAR TO 344?

• structurally very similar
• project based: hands-on user centered design (structurally very similar)
• team-oriented
• interactive and discussion based problem-based learning
• heavy demands on your ingenuity, your time and your people skills.
HOW DOES THIS COURSE DIFFER FROM 344?

• builds on 344, methods are more advanced
• somewhat less total material covered
• project
  – topic more creative???
  – higher expectations for depth/quality of work + use of advanced methods
  – milestones are less scaffolded
• much greater emphasis on reading papers from the research literature

WHO IS THIS CLASS FOR?

• those who are...
  – interested in HCI as a career option
  – would like to pursue a bachelor’s thesis or graduate study in HCI or UI design
  – simply interested in gaining deeper knowledge and/or hands on experience in HCI!

COURSE OVERVIEW

TOPICS COVERED

• Module 1: Course Intro
• Module 2: Field Studies & Experiments
• Module 3: Laboratory Experiments
• Module 4: Models of the user
• Throughout: Video
COURSE WEBSITE HAS ALL THE DETAILS:

- [http://www.cs.ubc.ca/~cs444](http://www.cs.ubc.ca/~cs444)
- Homework: before next class make sure you fully read:
  - overview
  - schedule (skim only)
  - project
  - resources

X360 WILL BE HEAVILY USED

- shared with CPSC 554m
  - 444 students may not use during 554m lecture (for now, but this may change)
- Outside of scheduled activities and prioritized time: equal access

COURSE COMMUNICATION

- discussion groups
  - for all course content related questions
  - course staff will check daily (and once on weekend)
  - We will be using Piazza (sign-up link on course page)
- private piazza posts to all course staff
  - only for things that won’t be of interest to other students

PRE-CLASS READINGS

- Most available online.
  - some need pay wall access through UBC
  - To download from home: Library proxy [http://services.library.ubc.ca/off-campus-access/connect-from-home/](http://services.library.ubc.ca/off-campus-access/connect-from-home/)
  - or the VPN [https://it.ubc.ca/services/email-voice-internet/myvpn/setup-documents](https://it.ubc.ca/services/email-voice-internet/myvpn/setup-documents)
- Some are photocopied and will be handed out.
- Pick up one of the readings for next week at end of class today.
**PRE-CLASS PREP ASSIGNMENTS**

- Weekly prep assignment(s) on Connect  
  - Due before lectures @ 2:00pm  
  - Sometimes split into 2 because Connect is frustrating
- Includes mix of questions to:
  - test your understanding of the readings
  - apply your knowledge to new problems
  - some closed (immediate feedback), some open (TA marked)
- Occasionally will be more of an ‘online tutorial’
  - e.g., how to do ANOVA analysis in R
- To be done *individually*
  - but encouraged to discuss with other students

**LECTURES**

- more seminar like in style
  - mix of lecturing and hands-on activities or discussion
  - participation mark based on random attendance checks / random collection of worksheets
- lecture content will regularly start from the prep assignments
  - prep is meant to be your first pass at learning the material
  - In-class, we will focus on tying concepts together and discussing tougher questions

**WORKSHOPS**

- less structured than in 344
  - but still important! *attendance will be taken*
- depending on the week, will consist of:
  - hands-on activity (only once or twice per term)
  - formal design reviews with course staff  
    (Friday after major project deliverables due)
  - dedicated time to meet with your team and the TA to advance your project
- workshops start this week!

**EXPECTATIONS**

1. Attend all lectures and participate in activities  
   - Exam will cover all material discussed in lecture, not just posted slides.
2. Do assigned reading and prep assignment *before* class
   - Material as it relates to learning goals will also be testable
3. Be a *considerate team member* and do your share of the work, well and on time.
4. Abide by the university *academic honesty* guidelines.
**DO YOU THINK YOU ARE GOOD AT MULTITASKING?**

Try this!

- write this series FAST: 10, 9, 8, 7,...1
- write this series FAST: a, b, c, d,...j
- write this series FAST: 10, a, 9, b, 8, c,...j

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**My policy**

**DON'T USE LAPTOPS IN CLASS**

Don’t Distract others!

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**COMPUTER SCREENS IN FIELD OF VIEW**

The Effect of Peer Distraction on Comprehension of Lecture Content

**AVG. SCORE**

- **AVG. SCORE**
- **AVG. SCORE**
- **AVG. SCORE**

3 Astronomy Classes (N=328)

Spring 2012

- Final Grade (percent)
- Frequency of Cell Phone Use (per class)

**dduncan@colorado.edu**  Dr. Doug Duncan
IN OTHER WORDS …

Students who report using their cell phones in class score nearly half a letter grade lower, on average, than students who report never using their phones.

BRIEF INTRODUCTION TO THE PROJECT

• Draft of MSI - Proposal is available on website
  – Individual Assignment
  – may undergo very minor revisions by Thurs night and be reposted
  – read it and bring questions to Workshop 1 and Lecture 2.
  – important to get started now!

• Theme this year: ubiquitous computing
For each video, answer the following questions:
- What is the motivation for the interactive system introduced?
- What was the design methodology used?
- How does the interactive system work? (What are its primary features?)
- How was it evaluated?
- Does the video capture the essence of the overall project?
- What is the production quality?
- Are you engaged?

If there is time...

Starfire, the Movie (1992)
http://www.asktog.com/starfire/

Apple's Knowledge Navigator concept video (1987)

If there is time...

Alan Kay’s Dyanabook (1968)
http://www.youtube.com/watch?v=r36NNGzNvp

Take notes on...

- Things we have that are like what they predicted
- Things we don't have yet
- Things we're getting close to
- Things we have and use lots that aren't in the video
- Issues raised/illustrated in the movie around CSCW & HCI concepts
RECAP: LEARNING GOALS FOR TODAY

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HOMEWORK + ON DECK:

- Read through course website.
- Read MSI – start brainstorming!
- Workshops ARE being held this Friday to go over MSI
- Jan 10 lecture
  – pre-class readings (posted now)
    – photocopied reading available outside my office if you missed it after class
  – prep assignment (posted by Thursday)
- make sure you have an active ugrad account