

**CS774: Human Computer Interaction
Spring 2004 Syllabus**

Meetings: M 1-1:50 PM Columbia campus. Our room may vary between the assigned classroom and the Software Engineering Lab.

Instructor: Dr. Roger D. Eastman
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Office hours: MWF 9-11 A.M., noon-2 P.M.

Class objectives:

Prerequisite: CS770. Human factors issues in the development of software, the use of database systems, and the design of interactive systems. Issues include programming and command languages; menus, forms, and direct manipulation; graphical user interfaces, computer-supported cooperative work, information search and visualization; input/output devices; and display design.

Required texts:

Designing the User Interface (3rd), Ben Shneiderman, Addison-Wesley 1998.
The Design of Everyday Things, Donald Norman, Currency/Doubleday 1990.

Workload and grading:

Class work will consist of lab exercises, one project, homework and exams, with the grade weighted approximately 20% for homework, 20% for labs, 20% for the project and 40% for the midterm and final