INLS 318 Human Computer Interaction

Spring, 2013

Class Time and Location
Tuesday
6:00 pm to 8:45 pm
Manning 304

Instructor
Todd Barlow
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Course Objectives
Introduce human factors issues that influence the Design, implementation, and evaluation of interfaces for computer systems. Practice principles and method introduced in lecture and discussion through application to design problems.

Textbook
There is no textbook for this course. Reading assignments are research papers or articles. The papers are available in Sakai.

Papers
All students are responsible for reading all of the papers in Sakai. The quizzes, midterm exam, and final exam will contain questions based on the papers.

You should read the papers before the class in which we discuss them. I will ask you questions during class based on this assumption. Your class participation grade is based on your ability to answer these questions.

In-class Assignments
There will be in-class assignments during most classes. The majority of work should be performed during class. The assignment should be finished and submitted after class. The possible range of scores for each quiz will be 0 to 1. Missed assignments earn a score of 0.

Quizzes
There will be a quiz at the beginning of most classes. I will tell you the week before the quiz. The possible range of scores for each quiz will be 0 to 1. Missed quizzes earn a score of 0.

Midterm Exam
The midterm exam will cover all readings and discussions up to the day of the exam.

Final Exam
The final exam will cover all readings and discussions during the semester.

Grading
Discussion: 25%
In-class assignments: 20%
Quizzes: 5%
Midterm Exam: 25%
Final Exam: 25%

Grade Percentage
A 97-100
A- 90-96
B+ 87-89
B 83-86
B- 80-82
C+ 77-79
C 73-76
C- 70-72
D+ 67-69
D 63-66
F 0-65
January 15
Introduction

January 22
Anthropometrics & Motor Control

January 29 & February 5
Vision
Audition

February 12
Memory, Attention, & Workload

February 19
Learning & Skilled Behavior

February 26
Mental Models

March 5
Mid-term exam
Decision Making & Problem Solving

March 12
Spring break

March 19
Decision Making & Problem Solving

March 26
Errors

April 2
Automation & Supervisory Control

April 9
Affect & Engagement

April 16
Social Cognition & Teams

April 23
Buffer for the inevitable slips in the schedule

April 30
Final exam at 7 pm.