ECE 596C -- Advanced Topics: Computer Engineering
Usability and Ubiquity, Spring 2010

Instructor Information
Susan Lysecky, slysecky@ece.arizona.edu
Office Hours: TBA
Office: ECE 356C

Lecture
MW 800-915AM, MCLND 132
Course Website: TBA

Textbook
U & U Class notes available at EES Copy Center (HAR 137). Course materials will include chapters from the following resources
- Usability Engineering, Jakob Nielsen, Morgan Kaufman, 0-12-518406-9

Classroom discussions may additionally include journal and conference papers, as well as handouts.

Grading
Grading will be evaluated on an individual basis. You will not be competing with other students for your grade. If all students do well in the class, everyone will get an A. Your grade is dependent on the effort you put into the class. Letter grades will be assigned as follows: 90% and above is an A, 80% and above is a B, 70% and above is a C, 60% and above is a D, and less than 60% is an E.

The grading is based on a weighted sum as follows:
45 %  Project
35 %  Exams
10 %  Homework
5 %  Quizzes
5 %  Paper presentations/Participation

Course Policies
Punctuality: Please arrive on-time to class. If you are late, try not to disrupt others and enter as quietly as possible.

Absence: If you miss a project deadline or exam, you need to bring written documentation (i.e. tow truck bill, receipt from doctor's office, court summons, etc.) to verify your whereabouts. You can remove any private information.

Cell Phones: Please turn off your cell phone before you come to class.

Academic Dishonesty: Any academic dishonesty will not be tolerated. Unless otherwise specifically stated by your instructor or teaching assistant, all course work should be done on your own. Please consult the UA Code of Academic Integrity.

Reading: Be prepared. Read over material before class. I will however do my best to post upcoming lecture topics and the source. Check the class webpage regularly for announcements.

Regrades: All requests for regrades must be submitted in writing within one week of the distribution of the graded material. Assignments requested to be regraded will be considered in their entirety, which could possibly result in a lower score for the requested problem/assignment.

Late Assignments: No late assignments will be accepted unless you have already made arrangements with the instructor before the due date.

Course Description
Usability of a software package or end product is typically left as an afterthought. Consumer products, medical devices, software tools, as well as a multitude of other applications would not be successful or beneficial if the end user cannot figure out how to use them. This course will bring the issues associated with human-computer interaction into the forefront, providing an introduction to what designers should consider when developing interfaces, how to test and evaluate these designs, case studies of a variety of products (both good and bad), as well as a number of other topics, including but not limited to the following:

Usability Engineering Lifecycle
Activity and Interaction Design
Moderating Usability Tests
Evaluation and Assessment
Prototyping
Case Studies