

IFSM 303 Human Factors in Information Systems

TERM 4

April 05 - May 12, 2005

Tuesday / Thursday, 1830-2130

Syllabus

INSTRUCTOR: BJ Gleason
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Web Site: <http://www.thinairlabs.com>
Office Hours: Before/After class, and by appointment.

PREREQUISITE: **Don't even think about taking this course if you have not finished IFSM 201.** Students are expected to have the knowledge of topics listed under IFSM 201 and its prerequisites. If you have any questions or concerns, contact the instructor before signing up for the class.

TEXTBOOK: Shneiderman & Plaisant, Designing the User Interface, 4th Edition, Addison-Wesley, 2004

SOFTWARE: Microsoft Visual Studio is available in the lab.

DESCRIPTION: A general survey of the application of human factors to the design and use of information systems. The history, evolution, and current state of the human-computer interface are covered. The contributions of psychology, engineering, and physiology to the development of ergonomics are described.

OBJECTIVES:

- Understand the factors involved in user interface design
- Analyze user interfaces for potential problems
- Understand why smart people can do dumb things
- Be able to spell words like: nonanthropomorphic

MAILING LIST: **Students are required to sign up for the class mailing list before the first class meeting. This is your first graded assignment.** See the website for instructions.

EVALUATION:

Attendance / Participation	10%
Quizzes	10%
Class Assignments	10%
Examination 1, 2	30%
Final Examination	20%
Final Project	20%

POLICIES, PROCEDURES AND GRADES: IAW with the University of Maryland, University Catalog, Asian Division, and the Student Handbook (current editions). These cover essential information such as attendance, grading, make-up work and plagiarism.

ATTENDANCE: Because much of the material in this class consists of in-class group problem solving activities, class attendance is essential. Students are expected to attend all scheduled classes. However, if a student must miss a class due to military obligations or other unavoidable circumstances, every effort must be made by the student to obtain class notes and other material discussed. Communication with the instructor is vital and the student should notify the instructor of any anticipated absences. **There are NO makeups for missed assignments or examinations unless the instructor is informed ahead of time. Attendance is taken only at the beginning of class.**

HOMEWORK: **All assignments must be turned in at the beginning of class on the due date.** In the event of bonafide duty-related absence on the due date, arrangements must be made with the instructor in advance. **Homework is not accepted late.**

PLAGIARISM POLICY: Plagiarism is defined: to steal or use the ideas or writings of another as one's own. This may be avoided in most instances by giving credit/recognition to the original author. The University of Maryland, Asian Division's standard plagiarism policy is: intentionally plagiarized papers, reports, or exams will receive an F or 0 (zero), whether copied whole or in part. Subsequent cases of plagiarism can result in failure in the course.

PROJECTS: Individual and team projects are required for successful completion of the course. Students are encouraged to interact via electronic means (i.e. e-mail) to assist in the planning, management, and progress of the team project.

HAND PHONES, BEEPERS: Are to be tuned off before class begins. Emergency personnel should set their devices to a setting that will not disturb the class.

OUTLINE: Schedule is subject to change, however all subjects will be covered.

DATE	DISCUSSION TOPICS	Chapters
Week 1	Usability of Interactive Systems Guidelines, Principles, and Theories	1 2
Week 2 <i>(Friday)</i>	Managing Design Processes Evaluating Interface Designs Exam 1 / Software Tools	3 4 5
Week 3	Direct Manipulation and Virtual Environments Menu Selection, Form Fillin, and Dialog Boxes	6 7
Week 4 <i>(Friday)</i>	Command and Natural Languages Interaction Devices Collaboration	8 9 10
Week 5	Exam 2 / Quality of Service Balancing Function and Fashion	11 12
Week 6	User Manuals, Online Help, and Tutorials Information Search and Visualization	13 14
Week 7	Project Presentations / Final Exam	

Prerequisite Quiz: Are you ready for this class?

1. What is the intersection of a row and a column in a spreadsheet called?
2. What is the unique identifier in a relational database called?
3. What is the proper progression of color screen standards?
4. The programming language developed by Sun Microsystems is called _____.
5. What is the first step in the SDLC?