CS791M: Special Topics HCI

Instructor
Eelke Folmer, Associate Professor
Contact: cs791@eelke.com
Office Hours: Wednesday 2-5PM (SEM 208)

Lectures
Tuesday or Thursday 2:30-3:45P (AGN)
Course schedule: cs791.eelke.com

Course Objective
Students will demonstrate a thorough understanding of the fundamental principles underlying human-computer interaction and current topics in HCI.

Schedule
The first 8 weeks will involve reading ± four papers a week arranged around a certain HCI topic. I will show a couple of cool videos and then every student will briefly present one paper (e.g. 8 slides and we will discuss the papers). Papers will be announced on the website.
- Week 1: Wearables
- Week 2: Assistive Technology
- Week 3: Ubiquitous computing
- Week 4: Sensors
- Week 5: Crowdsourcing
- Week 6: Augmented Reality
- Week 7: Exercise
- Week 8: Entertainment
- Week 9-14 Project

Project
This course will be completed with a small HCI project, where student groups will design an app and test it with users. I will present a lecture on how to do user studies.

Grading
Your final grade will be computed as follows:
- Paper presentations 40%
- Project 55%
- Attendance and class participation:5%

Letter grades
Letter grades: The letter grade will be computed according to the following table:

<table>
<thead>
<tr>
<th>Grade</th>
<th>Letter</th>
</tr>
</thead>
<tbody>
<tr>
<td>88-100</td>
<td>A-, A</td>
</tr>
<tr>
<td>75-87</td>
<td>B-, B, B+</td>
</tr>
<tr>
<td>62-74</td>
<td>C-, C, C+</td>
</tr>
<tr>
<td>50-61</td>
<td>D-, D, D+</td>
</tr>
<tr>
<td>&lt;50</td>
<td>F</td>
</tr>
</tbody>
</table>

Academic Integrity
Students are encouraged to study together, however each student must individually prepare his/her solutions. Cheating or plagiarism are not permitted and will be sanctioned according to the UNR policy on Academic Standards.

Disability Statement
If you have a disability for which you will need to request accommodations, please contact me or someone at the Disability Resource Center (Thompson Student Services - 107), as soon as possible.