Curriculum   Exercise

"HCI Overview"
> Make a chart/list of the major areas of HCI. Include what you think the subject is about, and the areas you have had experience in.

"Curriculum Engineering"
> Draft your ideas of the curriculum for this course. What topics will we study, what activities will we do, how shall we determine success? Include preferred and requested topics, and what to avoid. I will build a group map focusing on general content and specific interests.

Emphasis?	machines	computer science
	humans	psychology, physiology
	design	art
	human groups	sociology

Final Curriculum Plan

Class Meeting	Topic	Text Sections
1)	introduction to the field	
2)	physiology	(Chs 2)
3)	simulation	
4)	simulation	
5)	evolution of interface	(Ch 1)
6)	psychology history	(Chs 7,9)
7)	interface theory	
8)	measurement, modeling	
9)	cognitive maps	
10)	current toolkits	(Ch 5) *research report due
11)	interface design	(Ch 6)
12)	dialog processes	(Ch 10)
13)	i/o devices, sound	(Ch 8)
14)	graphics, virtual environments	(Ch 12,13)
15)	information visualization	
16)	internet	(Ch 14)
17)	social issues	(Ch 3,11) *design critique due
18)	summary	

Students will be responsible for two projects during the quarter.