CPE/CSC 486-S09 Human-Computer Interaction Theory and Design Schedule

The following table provides an outline for the course schedule. The schedule may be subject to some changes, and some details will be provided as we go.

*Note: The table is generated via XML, and may not display properly on some browsers. You can also use the [PDF version](#), but it may not follow hyperlinks, and is more likely to be out of date.*

<table>
<thead>
<tr>
<th>Week</th>
<th>Date</th>
<th>Topic</th>
<th>Description</th>
<th>Guest Speaker</th>
<th>Assignment</th>
<th>Project Due</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>March 31</td>
<td>No classes - Cesar Chavez holiday</td>
<td>Identify potential topics, select topic</td>
<td></td>
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<tr>
<td>2</td>
<td>Apr 7</td>
<td>Input/Output Devices</td>
<td></td>
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<tr>
<td></td>
<td>Apr 9</td>
<td>Visitors</td>
<td>Intuit</td>
<td></td>
<td>Milestone 1: Task analysis and requirements gathering</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Apr 14</td>
<td>Educause Western Regional Conference</td>
<td>I'm presenting the work done by a former student for her Master's thesis on tablet PCs and learning styles.</td>
<td></td>
<td>Paper Topic Proposal</td>
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<tr>
<td></td>
<td>Apr 16</td>
<td>Interaction Styles</td>
<td></td>
<td></td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>Apr 17/18</td>
<td>Open House Activities</td>
<td>Cal Poly's Open House is on Friday and Saturday. This is an excellent opportunity to show off your storyboard or prototype, and to collect initial feedback from external users.</td>
<td></td>
<td>Storyboards (if possible)</td>
<td></td>
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<tr>
<td>4</td>
<td>Apr 21</td>
<td>User Interface Elements</td>
<td></td>
<td></td>
<td></td>
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<tr>
<td></td>
<td>Apr 23</td>
<td></td>
<td></td>
<td>Reviewer feedback to topic proposal</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Apr 28</td>
<td>User Interface Design Guide</td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>
May 5  
**User Interface Development Tools**

May 7

May 12  
**User Assistance**

May 14

May 19  
**Interaction through Speech**

May 21

May 26  
**Interacting with Mobile Devices**

May 28

June 2  
**Project Presentations**

Jun 4

June 5  
**CSC Poster Session**

**Milestone 3:** Design revision and completion

**Draft version paper**

**Reviewer feedback to draft version**

**Milestone 4:** Client Feedback / User Data Collection

**Final version paper**

**Reviewer feedback to final version**

**Milestone 5:** Presentation of the final results

**Team Project Presentations/Displays**

**Team Project Documentation**

**Team Project Presentations/Displays**