CSC 420 / HCI 520: Graphical User Interfaces
Fall 2022

Place and Time: TR 3:55 p.m. – 5:15 p.m.; Tuesdays sync online; Thursdays in Shineman 170 (default) or sync online (by announcement)

Instructor: Alex Pantaleev

Office: Shineman 441

Office / Lab Hour: R 11:00 a.m. – 12:00 p.m.

Email: alex@cs.oswego.edu

Course Webpage: http://cs.oswego.edu/~alex/teaching/csc420/

Short Description: Basic mechanisms and implementation techniques for GUIs; Java Swing; Best practices for interfaces

Objectives: Upon the successful completion of the course, the student will be familiar with: the essential models, designs, and architectures of graphical user interfaces; interface toolkit systems; application interface design and development.

Textbooks: There is no required textbook. Recommended books are *Java Swing* by Elliott et al. (ISBN0596004087), *Designing Interfaces: Patterns for Effective Interaction Design* by Tidwell (ISBN0596008031), and *Rocket Surgery Made Easy* by Krug (ISBN0321657292)

Quiz: There will be a short quiz administered during the first week of classes. Students must pass the quiz in order to pass the course. Students failing the quiz will receive an automatic grade of E for the course.

Homeworks / Labs: There will be a total of five programming assignments. The source code of the working assignments must be submitted to the respective dropbox, together with screenshots or videos of the successful operation of the program and a brief (approx. one page) design and experience account of your approach and how it changed over time.

Grading Policy:
 – Swing homeworks 50 (5 * 10)
 – Project requirements specification document 5
 – Project, first iteration (plus demo) 15
 – Project, second iteration (plus demo) 15
 – Individual presentation / GUI critique 10
 – Anonymous peer reviews 5

There is no curve. The grading scale is:

93 and up	A
90 to 92.99	A-
87 to 89.99	B+

83 to 86.99	B
80 to 82.99	B-
77 to 79.99	C+
73 to 76.99	C
70 to 72.99	C-
67 to 69.99	D+
63 to 66.99	D
60 to 62.99	D-
Below 60	E

Policies:

- Class sessions on Tuesdays will be held in a synchronous online fashion. Class sessions on Thursdays will be held in person by default. Thursday sessions may be moved online on a case by case basis.

- The *prerequisites* for this class are a sound background in programming, as evidenced by having passed CSC241 or a similar course with a high grade. Your background will be tested during the first week of classes. If you do not have the prerequisites fulfilled, it is recommended that you drop CSC420.

- Course assignments are to be electronically submitted.

- Assignments electronically submitted after 11:59pm of the due date will be considered late. It is possible to submit an assignment late by no more than a week with a 50% penalty.

- All textual assignments have to be submitted in an open format. Examples of open formats are plain text, odt, and pdf . Microsoft's doc, docx, and the like are not acceptable.

- Projects and assignments that do not compile, that crash, or that produce garbage output will receive no credit.

- It is your responsibility to find out when the CS labs are open.

- *It is your responsibility to check the course webpage and your email accounts regularly.*

- There will be one per cent deducted from a student's final course grade per cell phone ring/call/text message or other noise from electronic devices in class. Please turn off your cell phones and other distractions.

- The Office of Disability Services is available to assist students who have a legally documented disability or students who suspect that they may have a disability. If you have a disabling condition that may interfere with your ability to successfully complete this course, please contact the Office of Disability Services. (Alternative testing for students with learning disabilities is available through Disability Services.)

- Academic Misconduct Policy: Students must work only within their group on all assignments and projects. If assistance is necessary, the instructor can be contacted during office hours, by electronic mail or by making an appointment. Plagiarism, cheating, and the like will result in a failing grade for the course or, at the discretion of the instructor, in disciplinary action through the respective SUNY Oswego office. For more information, see http://www.oswego.edu/academics/colleges_and_departments/departments/computer_science/cheating.html