

1a – Administrative Stuff

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March 1, 2016

Sensors and User Models

<http://kti.tugraz.at/about-kti/team/viktoriapammer/sensors-and-user-models-2016/>

https://online.tugraz.at/tug_online/lv.detail?clvnr=191947&sprache=

Allgemeine Angaben

Titel	Sensors and User Models
Nummer	707.033
Art	Vorlesung und Übung
Semesterstunden	1 Vorlesung/1 Übung
Angeboten im Semester	Sommersemester 2016
Vortragende/r (Mitwirkende/r)	Pammer-Schindler Viktoria
Organisation	Institut für Wissenstechnologien
	Kontakt
Stellung im Studienplan / ECTS Credits	Pflichtfach: 0 Wahlfach: 5 Doktoratsstudien: 0

Can also be used in doctoral studies, you just need to get it approved by the dean of studies.

Times and Places

Times: Mostly on Tuesdays betw. 10-12 am,
sometimes a bit longer.

Places: Mostly in i8, except for today.

Please check the TUG calendar exactly to know the dates. TUGOnline is always up-to-date w.r.t. times and places (because tied to room reservation)!

Contact

Contact Details: See TUGOnline –
viktoria.pammer-schindler@tugraz.at

Please use whenever possible the opportunity to talk to me in class:

- You will get an immediate response
- Others who may have the same question will also hear the answers

When you email me

- I answer all emails. But please understand if I don't answer immediately
- If I have not answered within a few days, please remind me – I may simply have forgotten

Lecture Mode I

Lecture with integrated practical work (VU) and continuous assessment

Lectures: Short written exam at the end of each lecture

Assignments: Short practical home assignments (design and implementation tasks). First two assignments are per student, next two are in groups. Final assignment will be presented to class – Compulsory attendance on presentation days

Grading

Activity	% of overall grading
Lecture Exams	15%
Assignment 1 (indiv)	15%
Assignment 2 (indiv)	15%
Assignment 3 (group)	15%
Assignment 4 incl presentation (group)	40%

Grade	%
1	(87.5 , 100]
2	(75 , 87.5]
3	(62.5 , 75]
4	(50 , 62.5]
5	[0 , 50]

In group work, typically all group members will be given the same grade. If there are noticeable differences, I may give different grades though.

Assignments I

General idea: Run through a process of iterative interactive systems design

Topic of interactive systems: What should I cook now?

You choose: What kind of person is “I” (target user group), when and where is “now”...

Assignments II

Understand Users – Assignment 1 (indiv)

- Grading based on written documentation

Paper Prototypes – Assignment 2 (indiv)

- (no coding allowed!)
- Grading based on assignment interview with Tutor

Qualitative evaluations (expert – cognitive walkthrough, user – observation of interaction and discussion) – Assignment 3 (group)

- Grading based on participation in interactive workshop

Implement and demo prototype – Assignment 4 (group)

Follow-Up Project Knowledge Technologies or Master Project

You can **follow up on this course as Project Knowledge Technologies or Master Project**

- If you are interested in doing a more full-scale system implementation of your Mock-Up plus evaluation
- Advantage: practice what you learned in Evaluation Methods plus this lecture in combination

Attendance

If you show up, show up on time!

Attendance is compulsory for the presentations in order to get the grade for assignment 4.

Attend class. This is typically helpful for learning and exploring the subject!

Working Together

Be On Time

- In lectures/paper presentations
- With handing in your assignments

Exceptions

- Exceptions from rules are always possible. If you have trouble with attendance, deadlines, whatever other troubles with the structure of the course: Come to me, and we will discuss.
- However: Exceptions are exceptions. If there are too many exceptions overall, then I will simply close down all exceptions.

Engage yourself

Note on Lecture Title and Topics

General Topics

- Designing Interactive Systems (Methods)
- Ubiquitous Technologies, focus on smartphones and mobile phone sensing (Technologies)

-> Will be called „Designing Interactive Systems“ in the future

- With a focus on interesting technologies every year (what technologies are interesting sometimes changes quickly...)
- Sensors and User Models play an important role in ubiquitous technologies, but so do human-computer interaction issues, context-awareness...

Course Schedule

March 1	Administrative Stuff, Intro to Designing Interactive Systems
March 8	Understanding Context of Use – Assignment 1 Handed Out
March 15	Prototyping and Iterative Evaluations – Assignment 1 Deadline (before/in lecture) – Assignment 2 Handed Out
April 12	Participatory Design (Theory and Workshop) – Assignment 2 Interviews with Tutor (throughout the day)
April 19/21	(maybe guest lecture on April 21, lecture on April 19 will be cancelled)
April 26 (10-13)	Evaluations Workshop (Cognitive Walkthrough, Observation and post-hoc discussion of prototypes – Assignment 3) – Assignment 4 Handed Out
April 28 (9-14)	Android Sensing / Context-Aware Interactive Systems Tutorial Day (different room)
May 3	Ubiquitous Computing, particularly Ubiquitous User Interfaces
May 10	Questions on Programming to Tutor
May 24 (10-13)	Presentations 1 (Assignment 4)
May 31 (10-13)	Presentations 2 (Assignment 4)

Recommended Readings

<https://www.interaction-design.org/literature> is a great online resource for issues around, well – interaction design.

Recommended Readings in general are really recommended! Reading is not enforced or asked in exams of course, but they will help you delve into the subject.