

# Calendar

The calendar below provides information for the lecture (L) sessions for the course.

WEEK #	TOPICS	KEY DATES
1	L1: Usability	Problem Set 0 Out Homework 1 Out Group Project 0 Out
2	L2: User-Centered Design L3: UI Software Architecture	Problem Set 0 Due Problem Set 1 Out Homework 1 Due
3	L4: Human Capabilities L5: Output Models	Problem Set 1 Due Problem Set 2 Out Group Project 0 Due Group Project 1 Out
4	L6: Conceptual Models and Metaphors L7: Input Models	Problem Set 2 Due Problem Set 3 Out Group Project 1 Due Group Project 2 Out
5	L8: Design Principles L9: Paper Prototyping	Problem Set 3 Due Problem Set 4 Out Group Project 2 Due Group Project 3 Out
6	L10: Constraints and Layout	Problem Set 4 Due Problem Set 5 Out
7	L11: Graphic Design L12: Computer Prototyping	Group Project 3 Due Group Project 4 Out

8	Quiz 1	Problem Set 5 Due Problem Set 6 Out
9	L13: Toolkits L14: Heuristic Evaluation	Problem Set 6 Due Group Project 4 Due Homework 2 Out
10	L15: User Testing L16: Experiment Design	Homework 2 Due Group Project 5 Out
11	L17: Experiment Analysis L18: Research Topics: Predictive Evaluation	
12	L19: Research Topics: Information Visualization Quiz 2	
13	L20: Research Topics: Pen-based UI L21: Research Topics: Weird Modalities	Group Project 5 Due Group Project 6 Out
14	L22: Research Topics: Zooming and Transparent UI Demonstration Day	Group Project 6 Due