2018 Graduate Student Orientation Handbook
## MS-HCI Program | Dates to Remember*
### 2018-2019 School Year

<table>
<thead>
<tr>
<th>Fall 2018</th>
<th>Spring 2019</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>August 15</strong></td>
<td><strong>January 7</strong></td>
</tr>
<tr>
<td>Orientation</td>
<td>First Day of Class</td>
</tr>
<tr>
<td>**August 18</td>
<td>8:30 am**</td>
</tr>
<tr>
<td>Leadership Challenge Course</td>
<td>Martin Luther King holiday</td>
</tr>
<tr>
<td><strong>August 20</strong></td>
<td><strong>January 31</strong></td>
</tr>
<tr>
<td>First Day of Class</td>
<td>Interactivity@GT</td>
</tr>
<tr>
<td>**August 23</td>
<td>4:30 – 6:30 pm**</td>
</tr>
<tr>
<td>Welcome</td>
<td>Welcome Back Reception</td>
</tr>
<tr>
<td><strong>September 3</strong></td>
<td><strong>March 27-28</strong></td>
</tr>
<tr>
<td>Labor Day Holiday</td>
<td>Admitted Student Event</td>
</tr>
<tr>
<td><strong>September 25-28</strong></td>
<td><strong>April 8-19</strong></td>
</tr>
<tr>
<td>Col. of Computing Career Fair</td>
<td>2\textsuperscript{nd} year project presentations (tentative)</td>
</tr>
<tr>
<td><strong>October 8-9</strong></td>
<td><strong>April 23</strong></td>
</tr>
<tr>
<td>Fall Break</td>
<td>Last day of classes</td>
</tr>
<tr>
<td><strong>October 18 2-5 pm</strong></td>
<td><strong>April 25 – May 2</strong></td>
</tr>
<tr>
<td>GVU Demo Day</td>
<td>Final Exams</td>
</tr>
<tr>
<td>**November 19</td>
<td>11:30 am**</td>
</tr>
<tr>
<td>A Very Special Thanksgiving (potluck)</td>
<td>Happy Graduation and End-of-Year Celebration</td>
</tr>
<tr>
<td><strong>November 21-25</strong></td>
<td><strong>May 3</strong></td>
</tr>
<tr>
<td>Thanksgiving Break</td>
<td>Commencement</td>
</tr>
<tr>
<td><strong>December 4</strong></td>
<td></td>
</tr>
<tr>
<td>Last day of classes</td>
<td></td>
</tr>
<tr>
<td><strong>December 6 - 13</strong></td>
<td></td>
</tr>
<tr>
<td>Final exams</td>
<td></td>
</tr>
<tr>
<td><strong>December 15</strong></td>
<td></td>
</tr>
<tr>
<td>Commencement</td>
<td></td>
</tr>
</tbody>
</table>

### Conferences to keep in mind

<table>
<thead>
<tr>
<th>September 3-6</th>
<th>MobileHCI’18</th>
<th>Barcelona, Spain</th>
</tr>
</thead>
<tbody>
<tr>
<td>September 19-22</td>
<td>Tapia 2018</td>
<td>Orlando</td>
</tr>
<tr>
<td>September 25-28</td>
<td>Grace Hopper</td>
<td>Houston</td>
</tr>
<tr>
<td>October 8-12</td>
<td>UbiComp’18 + ISWC’18</td>
<td>Singapore</td>
</tr>
<tr>
<td>October 1-5</td>
<td>HFES</td>
<td>Philadelphia</td>
</tr>
<tr>
<td>October 14-17</td>
<td>UIST</td>
<td>Berlin, Germany</td>
</tr>
<tr>
<td>October 21-26</td>
<td>IEEE VIS 2018</td>
<td>Berlin</td>
</tr>
<tr>
<td>October 22-24</td>
<td>ASSETS</td>
<td>Galway, Ireland</td>
</tr>
<tr>
<td>October 28-31</td>
<td>CHI PLAY’17</td>
<td>Melbourne, Australia</td>
</tr>
</tbody>
</table>

*Calendar is accurate as of June 1, 2018. Check [http://mshci.gatech.edu](http://mshci.gatech.edu) for latest information.*
Welcome to Georgia Tech!

We are delighted to welcome you as the 23rd class to enter the MS-HCI program! You are a very select and special group: in the Spring of this year we received over 600 very strong applications and accepted less than twenty percent of these. The 72 of you represent our largest entering classes. Congratulations!

Since our first class was admitted in 1996, over 500 students have earned the MS-HCI degree. Our graduates work for the very best companies around the world. Some of our graduates go on to earn a Ph.D. at Georgia Tech or other prestigious universities. Your time in the Program will fly by -- in less than two years, you will join this distinguished group of graduates.

You are all here for different reasons. Whether you have a clear understanding of your goals or plan to explore the many options in the field of HCI, the breadth, depth, and flexibility of Georgia Tech’s MS-HCI Program will give you a firm foundation for a fulfilling career. We encourage you to take full advantage of everything your classes, professors, fellow students, research projects, alumni, industry partners, Georgia Tech, and the city of Atlanta have to offer during your time here.

The Program offers many additional resources to enrich your graduate school experience. We challenge you to explore these professional-development resources. The MS-HCI website is a wonderful source of pointers to activities such as the Digital Media Showcase, the GVU Brown Bags and Demo Days, the local iXDA and CHI Chapter meetings, meetups, and much more. And we all look forward to Interactivity@GT that is scheduled for January 31, 2019 – a day devoted to showcasing your work to potential employers from around the country.

The requirements to earn your degree are outlined in this booklet; during orientation we will review and elaborate on these requirements, and on the procedures you will need to follow for registration. These requirements are slightly changed from prior years; the requirements contained in this booklet will not apply to students who have enrolled prior to Fall 2018. Our program coordinator, Ms. Renee Jamieson, is available to help you with questions about the requirements and procedures. Faculty Coordinators from our four departments are also available to discuss your choice of courses as well as your career goals and opportunities.

We look forward to working with each of you to help you achieve your goals of earning the MS-HCI degree and then launching a successful career as an HCI professional.

MS-HCI Program Staff

Prof. Richard L. Henneman
Professor of the Practice
Director
rhenneman@gatech.edu

Dr. Carrie Bruce
Sr. Research Scientist
Research Project Director
carrie.brucu@gatech.edu

Ms. Renee Jamieson
Academic Program Coordinator
renee.jamieson@cc.gatech.edu

MS-HCI Faculty Coordinators

Dr. Rosa Arriaga
Sr. Research Scientist
School of Interactive Computing
arriaga@cc.gatech.edu

Prof. Carl DiSalvo
Associate Professor
Digital Media Graduate Program
School of Literature, Media and Communication
carl.disalvo@lmc.gatech.edu

Prof. Roger Ball
Professor
School of Industrial Design
roger.ball@coa.gatech.edu

Prof. Bruce Walker
Professor
School of Psychology
bruce.walker@psych.gatech.edu
M.S. in HCI  
Fall 2018 Semester  
New Graduate Students  

<table>
<thead>
<tr>
<th>Interactive Computing Specialization (CS)</th>
<th>Industrial Design Specialization (ID)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Courtney Allen</td>
<td>Mi Bae</td>
</tr>
<tr>
<td>Kelsie Belan</td>
<td>Yixin Duan</td>
</tr>
<tr>
<td>Xi Chen</td>
<td>Samuel Harvey</td>
</tr>
<tr>
<td>Henry Duhaime</td>
<td>Yizhou Liu</td>
</tr>
<tr>
<td>Matthew Golino</td>
<td>Jonathan McKay</td>
</tr>
<tr>
<td>Swar Gujrania</td>
<td>Pranav Nair</td>
</tr>
<tr>
<td>Shubhangi Gupta</td>
<td>Isabel Newsome</td>
</tr>
<tr>
<td>Fengwei Han</td>
<td>Akhil Oswal</td>
</tr>
<tr>
<td>Komal Hirani</td>
<td>Xinhu Yang</td>
</tr>
<tr>
<td>Josiah Mangiameli</td>
<td>Xiuxiu Yuan</td>
</tr>
<tr>
<td>Joseph McCandless</td>
<td>Digital Media Specialization (LMC)</td>
</tr>
<tr>
<td>James McDowell</td>
<td>Zhiyu Bai</td>
</tr>
<tr>
<td>Rishma Mendhekar</td>
<td>Yuval Barash</td>
</tr>
<tr>
<td>Eyitemi Moju-Igbene</td>
<td>Jordan Chen</td>
</tr>
<tr>
<td>Savanthi Murthy</td>
<td>Shizhong Hu</td>
</tr>
<tr>
<td>Whitney Nelson</td>
<td>Yerin Kim</td>
</tr>
<tr>
<td>Cody O’Donnell</td>
<td>Yannu Li</td>
</tr>
<tr>
<td>Thanawit Prasongpongchai</td>
<td>Miriam Moattari</td>
</tr>
<tr>
<td>Aparna Ramesh</td>
<td>Manasee Narvilkar</td>
</tr>
<tr>
<td>Tanuja Sawant</td>
<td>Naga Venkata Soumya Pachigolla</td>
</tr>
<tr>
<td>Roger Smith</td>
<td>Alana Pendleton</td>
</tr>
<tr>
<td>Taylor Stillman</td>
<td>Pragati Singh</td>
</tr>
<tr>
<td>Gaurav Tamhan</td>
<td>Anna Stenstrom</td>
</tr>
<tr>
<td>Xuejin Tan</td>
<td>Peiran Singh</td>
</tr>
<tr>
<td>Suyash Sunil Thakare</td>
<td>Bang Tran</td>
</tr>
<tr>
<td>Darsh Thakkar</td>
<td>Xuetong Wang</td>
</tr>
<tr>
<td>Alfredo Vargas Peralta</td>
<td>Psychology Specialization (PSYC)</td>
</tr>
<tr>
<td>Anusha Vasudeva</td>
<td>Su Fang</td>
</tr>
<tr>
<td>Tsung-yi Wu</td>
<td>Rachel Feinberg</td>
</tr>
<tr>
<td>Junjie Xu</td>
<td>Grace Ann Gaspardo</td>
</tr>
<tr>
<td>Wenchang Yang</td>
<td>Yi He</td>
</tr>
<tr>
<td>Joshua Yao</td>
<td>Chia Hsieh</td>
</tr>
<tr>
<td>Ruoxue Zhang</td>
<td>Yinue Lo</td>
</tr>
<tr>
<td>Yuan Zhou</td>
<td>Emma Logevall</td>
</tr>
<tr>
<td></td>
<td>Yiqing Mou</td>
</tr>
<tr>
<td></td>
<td>Megan Shepherd</td>
</tr>
<tr>
<td></td>
<td>Yangxin Xue</td>
</tr>
<tr>
<td></td>
<td>Siyan Zhou</td>
</tr>
</tbody>
</table>
Master of Science in Human - Computer Interaction

The interdisciplinary Master of Science in Human-Computer Interaction (HCI) degree program is a cooperative effort of the School of Interactive Computing; the School of Literature, Media and Communication; the School of Industrial Design, and the School of Psychology. The program provides students with the practical and interdisciplinary skills and theoretical understanding they will need to become leaders in the design, implementation, and evaluation of the computer interfaces of the future.

Degree Requirements – Overview

The HCI master's degree is a four-semester program consisting of a total of 36 credit hours. Each student is required to complete a set of four core courses, a set of elective courses based on their academic background and interests, a set of area specialization courses based on the academic unit in which they reside, and a Master's research project. The specific courses for each student are determined by the HCI program coordinator in consultation with the academic unit. The area specialization courses are determined by the academic unit in which the student resides. The areas of specialization are: Interactive Computing; Digital Media (DM, through the School of Literature, Media and Communication); Industrial Design; and Psychology.

<table>
<thead>
<tr>
<th>Specializations</th>
<th>Fixed Core Credit Hours</th>
<th>Specialization Credit Hours</th>
<th>Elective Credit Hours</th>
<th>Project Credit Hours</th>
</tr>
</thead>
<tbody>
<tr>
<td>Interactive Computing</td>
<td>9</td>
<td>9</td>
<td>12</td>
<td>6</td>
</tr>
<tr>
<td>Digital Media</td>
<td>9</td>
<td>9</td>
<td>12</td>
<td>6</td>
</tr>
<tr>
<td>Industrial Design</td>
<td>9</td>
<td>12</td>
<td>9</td>
<td>6</td>
</tr>
<tr>
<td>Psychology</td>
<td>9</td>
<td>10</td>
<td>11</td>
<td>6</td>
</tr>
</tbody>
</table>

Each student is required to maintain a 3.0 grade point average across credit hours used to fulfill degree requirements, a minimum grade of “B” in Fixed Core, Specialization, and Project credit hours, and a minimum grade of “C” in Elective credit hours.

Fixed Core (9 Credit hours)
CS/PSYC 6755, Human-Computer Interaction Foundations (must be taken during the first semester)
PSYC 6023 Psychology Research Methods for HCI (4 credit hours with lab)
CS/ID/LMC/PSYC 6753 Human-Computer Interaction – Professional Preparation and Practice (1 credit hour Fall of first year and 1 credit hour Fall of second year)

Students are expected to take CS/PSYC 6755 and PSYC 6023 during the same semester.

A minimum grade of “B” is required in each of the Fixed Core classes.

**Specializations**

**INTERACTIVE COMPUTING SPECIALIZATION (9 credit hours)**

**Software (3 credit hours):**
CS 6300, Software Development Process
CS 6452, Prototyping Interactive Systems
CS 6456, Principles of User Interface Software
CS 6457, Video Game Design
CS 6465 Computational Journalism
CS 7450, Information Visualization
CS 7470, Ubiquitous Computing
CS 7633, Human-Robot Interaction
CS 8803-MAS, Special Topics: Mobile Apps and Services

**Design, Evaluation, and Cognitive Modeling (6 credit hours):**
CS 6150, Computing for Good
CS 6440, Introduction to Health Informatics
CS 6451, Human-Centered Computing
CS 6455, User Interface Design and Evaluation
CS 6457, Video Game Design
CS 6460, Educational Technology: Conceptual Foundations
CS 6461, CS Education Research
CS 6465 Computational Journalism
CS 6470, Design of Online Communities
CS 6474, Social Computing
CS 6763, Design of Environments
CS 6770/LMC 6340, Mixed Reality Experience Design (offered every two years)
CS 6795, Introduction to Cognitive Science
CS 7450, Information Visualization
CS 7460, Collaborative Computing
CS 7632, Game AI
CS 7633, Human-Robot Interaction
CS/PSYC 7790, Cognitive Modeling
CS 8803-CC, Computational Creativity
CS 8803-DG, Special Topics: Design Games
CS 8803-DV, Data Visualization Principles and Applications
CS 8803-HI, Personal Health Informatics
CS 8803-IBI, Special Topics: Introduction to Bio Informatics
CS 8803-VDA, Visual Data Analysis
CS 8803-TD, Technology & Poverty

A minimum grade of “B” is required in each of the Interactive Computing Specialization classes.

DIGITAL MEDIA (DM) SPECIALIZATION (9 credit hours)

Required
One of the following three courses, preferably in the first year of study:

- LMC 6310, The Computer as an Expressive Medium
- LMC 6313, Principles of Interactive Design
- LMC 6399, Discovery and Invention in Digital Media

Students will fulfill the rest of the required 9 credits with any other LMC 6000- or 8000-level course.

A minimum grade of “B” is required in each of the Digital Media Specialization classes.

INDUSTRIAL DESIGN SPECIALIZATION (12 credit hours)

Required (5 credit hours)
ID 6101, Human-Centered Design
ID 6402, Visual Communication for Interaction

One of the following courses (4 credit hours)
ID 6213, Grad Studio Two_Health and Wellness
ID 6214, Grad Studio Two_Interactive Products

One of the following courses (3 credit hours, courses with an asterisk* are highly recommended)
ID 6100, Intro to ID Grad Studies
*ID 6216 Service Design, Brand & Value Creation
*ID 6271, Healthcare Design of the Future
ID 6420, Advanced Sketching
ID 6509, Computing, Creativity and Design Cognition
ID 6510, Design for Interaction
ID 6515, Interface Prototyping
*ID 6763, Design of Interactive Environments
A minimum grade of “B” is required in each of the Industrial Design Specialization classes.

**PSYCHOLOGY SPECIALIZATION (10 credit hours)**

**Required (4 credit hours):**

PSYC 6022, Psychological Statistics for HCI (4 credit hours including lab, Fall or Spring)

**Two of the following courses (6 credit hours):**

PSYC 6011, Cognitive Psychology  
PSYC 6012, Social Psychology  
PSYC 6013, Biopsychology  
PSYC 6014, Sensation and Perception  
PSYC 4010/6017, Human Abilities (PSYC 2020* or equivalent, prereq)  
PSYC 6041, Topics in Cognitive Aging  
PSYC 4270/6270, Psych Testing (PSYC 2020* or equivalent, prereq)  
PSYC 4260/6060, Psych of Aging (no prereq)  
PSYC 7101, Engineering Psychology I  
PSYC 7102, Engineering Psychology II  
PSYC 4050/8000, History & Systems (no prereq)

* Note: PSYC 2020 = Psychological Statistics, currently equivalent to PSYC 6022 Psychological Statistics for HCI, which is required for all Psych Track students.

A minimum grade of “B” is required in each of the Psychology Specialization classes.

**Elective Courses**

- 12 credit hours for Interactive Computing  
- 12 credit hours for Digital Media  
- 9 credit hours for Industrial Design  
- 11 credit hours for Psychology

Any Specialization course may be taken to fulfill an Elective course requirement for any of the four degree tracks. Other approved Electives appear in the list below.

For each area of specialization (track), a certain number of Elective credits must be taken outside of the area:

- Interactive Computing: at least 9 non-CS elective credits must be taken
• Industrial Design, Digital Media, and Psychology: at least 6 non-track elective credits must be taken

A maximum of 3 credit hours of Special Problems in HCI (CS/ID/LMC/PSYC 8903) may count toward the Elective course requirement.

A minimum grade of “C” is required in each of the Elective classes used to satisfy degree requirements.

Aerospace Engineering
AE 6551, Cognitive Engineering
AE 6721, Evaluation of Human-Integrated Systems

Computer Science
CS 6150, Computing for Good
CS 6300, Software Development Process
CS 6440, Introduction to Healthcare Informatics
CS 6451, Introduction to Human-Centered Computing
CS 6452, Prototyping Interactive Systems
CS 6455, User Interface Design and Evaluation
CS 6456, Principles of User Interface Software
CS 6457, Video Game Design
CS 6460, Educational Technology: Conceptual Foundations
CS 6465 Computational Journalism
CS 6470, Design of Online Communities
CS 6474, Social Computing
CS/INTA 6745, Technology and Poverty
CS/ID 6763, Design of Interactive Environments
CS 6770/LMC 6340, Mixed Reality Design
CS 6795, Introduction to Cognitive Science
CS 7450, Information Visualization
CS 7460, Collaborative Computing
CS 7465, Educational Technology Design and Evaluation
CS 7470, Ubiquitous Computing
CS 7497 Virtual Environments
CS 7632, Game AI
CS 7633, Human-Robot Interaction
CS 7610, Modeling and Design
CS/PSYC 7790, Cognitive Modeling
CS 8803-ANI, Special Topics: Animal Interaction
CS 8803-CC, Computational Creativity
CS 8803-DG Special Topics: Design Games
CS 8803-HI, Personal Health Informatics
CS 8803-IBI Special Topics: Introduction to Bio Informatics
CS 8803-MAS, Special Topics: Mobile Apps and Services
CS 8803-VDA, Visual Data Analysis
CS 8903 Special Problems in Human-Computer Interaction

International Affairs
INTA 8803, Special Topics: Computers, Communications, and International Development
INTA/CS 6745, Technology and Poverty

Industrial Design
ID 6100, Intro to ID Grad Studies
ID 6101, Human Centered Design
ID 6213, Grad Studio Two_Health and Wellness
ID 6214, Grad Studio Two_Interactive Products
ID 6216 Service Design, Brand & Value Creation
ID 6215, Service Design
ID 6271 Healthcare Design of the Future
ID 6402, Visual Communication for Interaction
ID 6420, Advanced Sketching
ID 6509, Computing, Creativity, and Design Cognition
ID 6510, Design for Interaction
ID 6515, Interface Prototyping
ID 6763/CS 6763, Design of Interactive Environments
ID 6800, Advanced Universal Design
ID 6820, Web Design Usability and Accessibility
ID 8903, Special Problems in Human-Computer Interaction

Industrial and Systems Engineering
ISYE 6413, Design and Analysis of Experiments
ISYE 6414, Regression Analysis
ISYE 6739, Basic Statistical Methods
ISYE 6772, Managing the Resources of Technological Firms
ISYE 7210, Real-Time Interactive Simulations

Literature, Media and Communication (Digital Media)
LMC 6215, Issues in Media Studies
LMC 6310, The Computer as an Expressive Medium
LMC 6311, Visual Culture and Design
LMC 6312, Design Technology and Representation
LMC 6313, Principles of Interactive Design
LMC 6314, Design of Networked Media
LMC 6315, Project Production
LMC 6316, Historical Approaches to Digital Media
LMC 6317, Interactive Fiction
LMC 6318, Experimental Media
LMC 6319, Intellectual Property Policy and Law
LMC 6325, Game Design and Analysis
LMC 6340/CS 6770, Mixed Reality Design
LMC 6399, Discovery and Invention in Digital Media
LMC 6650, Project Studio
LMC 6748, Social Justice, Critical Theory, and Philosophy of Design
LMC 8000, Proseminar in Media Theory
LMC 8001, Pro-Seminar in Digital Media Studies
LMC 8903, Special Problems in Human-Computer Interaction

Management of Technology (MOT)
MGT 6056, Electronic Commerce
MGT 6057, Business Process Analysis and Design
MGT 6059, Analysis of Emerging Technologies
MGT 6086, Entrepreneurial Finance and Private Equity
MGT 6111, Innovation; Entrepreneurial Behavior
MGT 6165, New Venture Creation
MGT 6326, Collaborative Product Development
MGT 6359, Business Strategies for Sustainability
MGT 6450, Project Management
MGT 6772, (K, TSA) Managing Resources of the Technological Firm
MGT 6799, Legal Issues in Technology Transfer
MGT 6789 Technology Ventures
MGT 8803, Big Data Analytics in Business

Music
MUSI 6001, Music Perception and Cognition
MUSI 6002, Interactive Music
MUSI 6003, Music Technology History and Repertoire
MUSI 6004, Technology Ensemble
MUSI 6103, Music Recording & Mixing
MUSI 6203, Project Studio in Music Technology
MUSI 7100, Music Technology Research Lab

Psychology
PSYC 6011, Cognitive Psychology (3 credit hours)
PSYC 6012, Social Psychology (3 credit hours)
PSYC 6014, Sensation and Perception (3 credit hours)
PSYC 6022, Psychological Statistics for HCI (4 credit hours including lab, Fall or Spring)
PSYC 6041, Topics in Cognitive Aging (3 credit hours)
PSYC 7101, Engineering Psychology I (3 credits hours)
PSYC 7102, Engineering Psychology II (3 credits)
PSYC 7104, Psychomotor and Cognitive Skills
PSYC/CS 7790 Cognitive Modeling
PSYC 8040, Seminar in Engineering Psychology
PSYC 8903, Special Problems in Human-Computer Interaction
Public Policy
PUBP 6111, Special Topics: The Internet and Public Policy
PUBP 6401, Science, Technology, and Public Policy

Research Project (6 credit hours)

CS-ID/LMC/PSYC 6998, MS-HCI Project (repeatable, up to 6 credits)

Each student completes this requirement, under the supervision of a faculty member, typically during the last two semesters of their program. Students must submit a project proposal and a final report and present their work to program coordinators and other MS-HCI students late during the semester of graduation (as described in the MS-HCI Project Requirements document).

A minimum grade of “B” is required in the project course.

Other expectations

All students are expected to complete a corporate internship in an HCI-relevant position between their second and third semesters.
Degree Worksheet  
MS-HCI  
Track: Interactive Computing

SECTION 1 – Demographics

Name: ______________________________________  GTID: ________________________________
GA Tech Email: ______________________________  Date: __________________________________

SECTION 2 – Fixed Core for All Tracks (9 hours)

<table>
<thead>
<tr>
<th>Mark (X)</th>
<th>Prefix &amp; No.</th>
<th>Course Title</th>
<th>Semester Taken</th>
<th>Credit Hours</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>CS/PSYC 6755</td>
<td>ST: Human Computer Interaction Foundations</td>
<td></td>
<td>3.0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>PSYC 6023</td>
<td>Psychology Research Methods For HCI</td>
<td></td>
<td>4.0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>CS/ID/LMC/PSYC 6753</td>
<td>HCI-Professional Preparation and Practice</td>
<td></td>
<td>2.0</td>
<td></td>
</tr>
</tbody>
</table>

SECTION 3 – Specialization Credits for Interactive Computing (9 hours)

<table>
<thead>
<tr>
<th>Prefix &amp; No.</th>
<th>Course Title</th>
<th>Semester Taken</th>
<th>Credit Hours</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

SECTION 4 – Elective Credits for Interactive Computing (12 hours)

<table>
<thead>
<tr>
<th>Prefix &amp; No.</th>
<th>Course Title</th>
<th>Semester Taken</th>
<th>Credit Hours</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

SECTION 5 – Project Credits (6 hours)

<table>
<thead>
<tr>
<th>Prefix &amp; No.</th>
<th>Course Title</th>
<th>Semester Taken</th>
<th>Credit Hours</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

This section to be completed by MS-HCI Advisor

Notes:

Advisor  
Sign __________________________  Date ____________
Degree Worksheet  
MS-HCI  
Track: Digital Media

SECTION 1 – Demographics
Name: ___________________________  GTID: ___________________________
GA Tech Email: _________________________  Date: ___________________________

SECTION 2 – Fixed Core for All Tracks (9 hours)

<table>
<thead>
<tr>
<th>Mark</th>
<th>Prefix &amp; No.</th>
<th>Course Title</th>
<th>Semester Taken</th>
<th>Credit Hours</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>CS/PSYC 6755</td>
<td>ST: Human Computer Interaction Foundations</td>
<td></td>
<td>3.0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>PSYC 6023</td>
<td>Psychology Research Methods For HCI</td>
<td></td>
<td>4.0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>CS/ID/LMC/PSYC 6753</td>
<td>HCI-Professional Preparation and Practice</td>
<td></td>
<td>2.0</td>
<td></td>
</tr>
</tbody>
</table>

SECTION 3 – Specialization Credits for Digital Media (9 hours)

<table>
<thead>
<tr>
<th>Prefix &amp; No.</th>
<th>Course Title</th>
<th>Semester Taken</th>
<th>Credit Hours</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

SECTION 4 – Elective Credits for Digital Media (12 hours)

<table>
<thead>
<tr>
<th>Prefix &amp; No.</th>
<th>Course Title</th>
<th>Semester Taken</th>
<th>Credit Hours</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

SECTION 5 – Project Credits (6 hours)

<table>
<thead>
<tr>
<th>Prefix &amp; No.</th>
<th>Course Title</th>
<th>Semester Taken</th>
<th>Credit Hours</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

This section to be completed by MS-HCI Advisor

Notes:

Advisor

Sign __________________ Date __________
SECTION 1 – Demographics

Name: ___________________________  GTID: ___________________________
GA Tech Email: ___________________  Date: ___________________________

SECTION 2 – Fixed Core for All Tracks (9 hours)

<table>
<thead>
<tr>
<th>Mark (X)</th>
<th>Prefix &amp; No.</th>
<th>Course Title</th>
<th>Semester Taken</th>
<th>Credit Hours</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>CS/PSYC 6755</td>
<td>ST: Human Computer Interaction</td>
<td></td>
<td>3.0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>PSYC 6023</td>
<td>Psychology Research Methods For HCI</td>
<td></td>
<td>4.0</td>
<td></td>
</tr>
<tr>
<td></td>
<td>CS/ID/LMC/PSYC 6753</td>
<td>HCI-Professional Preparation and Practice</td>
<td></td>
<td>2.0</td>
<td></td>
</tr>
</tbody>
</table>

SECTION 3 – Specialization Credits for Industrial Design (12 hours)

<table>
<thead>
<tr>
<th>Prefix &amp; No.</th>
<th>Course Title</th>
<th>Semester Taken</th>
<th>Credit Hours</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

SECTION 4 – Elective Credits for Industrial Design (9 hours)

<table>
<thead>
<tr>
<th>Prefix &amp; No.</th>
<th>Course Title</th>
<th>Semester Taken</th>
<th>Credit Hours</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

SECTION 5 – Project Credits (6 hours)

<table>
<thead>
<tr>
<th>Prefix &amp; No.</th>
<th>Course Title</th>
<th>Semester Taken</th>
<th>Credit Hours</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

This section to be completed by MS-HCI Advisor

Notes:

Advisor

Sign ___________________  Date ____________
## SECTION 1 – Demographics

| Name: | ________________________________ | GTID: | ________________________________ |
| GA Tech Email: | ________________________________ | Date: | ________________________________ |

## SECTION 2 – Fixed Core for All Tracks (9 hours)

<table>
<thead>
<tr>
<th>Mark (X)</th>
<th>Prefix &amp; No.</th>
<th>Course Title</th>
<th>Semester Taken</th>
<th>Credit Hours</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td>CS/PSYC 6755</td>
<td>ST: Human Computer Interaction Foundations</td>
<td></td>
<td>3.0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>PSYC 6023</td>
<td>Psychology Research Methods For HCI</td>
<td></td>
<td>4.0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>CS/ID/LMC/PSYC 6753</td>
<td>HCI-Professional Preparation and Practice</td>
<td></td>
<td>2.0</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## SECTION 3 – Specialization Credits for Psychology (10 hours)

<table>
<thead>
<tr>
<th>Prefix &amp; No.</th>
<th>Course Title</th>
<th>Semester Taken</th>
<th>Credit Hours</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## SECTION 4 – Elective Credits for Psychology (11 hours)

<table>
<thead>
<tr>
<th>Prefix &amp; No.</th>
<th>Course Title</th>
<th>Semester Taken</th>
<th>Credit Hours</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

## SECTION 5 – Project Credits (6 hours)

<table>
<thead>
<tr>
<th>Prefix &amp; No.</th>
<th>Course Title</th>
<th>Semester Taken</th>
<th>Credit Hours</th>
<th>Grade</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

This section to be completed by MS-HCI Advisor

Notes:

Advisor: ___________________________  Sign: ___________________________  Date: ____________
MS-HCI Project Requirements

OVERVIEW

Students in the MS-HCI program complete a 6-credit project over two semesters. This project is a comprehensive assessment of the knowledge and skills acquired throughout the program. There is freedom for great diversity in project topics and options for investigating, designing, and/or developing artifacts that are relevant to HCI. Students are expected to take a user-centered perspective as well as ensure that they interact with individuals in the target user group during the project. All projects are required to demonstrate evidence-based decision making from start to finish. Therefore, a critical objective is for students to engage in activities that generate evidence to inform and reflect on design in HCI.

While most students choose to complete an individual project, groups of 2-3 students may also work together on projects. Additionally, industry-related projects are encouraged, but need to meet the project criteria discussed in this document. Projects are typically completed during the second year of the program and are graded based on satisfactory progress towards the expectations set forth in the project syllabus. Deliverables include (but not limited to) a mid-point presentation, final written report, and completion presentation.

SCHEDULE OF PROGRESS

<table>
<thead>
<tr>
<th>Timeframe/Deadline</th>
<th>Activity/Deliverables</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>Year 1 Fall – Year 1 Spring</td>
<td>Explore advisor and project options</td>
<td>Self-directed; engage in strategies listed in Proposal section</td>
</tr>
<tr>
<td>Year 1 Spring: end of 15th week of classes</td>
<td>Proposal and Project Proposal Form</td>
<td>Turn in hard copy of proposal and form; Upload proposal to TSquare</td>
</tr>
<tr>
<td>Year 2 Fall: by mid-September</td>
<td>Initial Progress and Planning Meeting</td>
<td>Sign up for a meeting with Research Director</td>
</tr>
<tr>
<td>Year 2 Fall: end of semester</td>
<td>Midpoint Presentation</td>
<td>Sign up to present your work to date; Prepare and give presentation for feedback</td>
</tr>
<tr>
<td>Year 2 Spring: April</td>
<td>Research Showcase Poster</td>
<td>Sign up to present your work as a poster at the GVU Showcase; Prepare and present</td>
</tr>
<tr>
<td>Year 2 Spring: final weeks of semester</td>
<td>Final Presentation</td>
<td>Sign up to present your project; Prepare and give presentation of project</td>
</tr>
<tr>
<td>Year 2 Spring: last day of semester</td>
<td>Final Report and Project Completion Form</td>
<td>Turn in hard copy of project completion form; Upload report and presentation to TSquare</td>
</tr>
</tbody>
</table>
SUMMARY OF DETAILS

Proposal: It is your responsibility to identify a project and faculty project advisor (and industry contact, if applicable). You are encouraged to begin exploring ideas during your first semester. Do not expect to be successful by sending random or generic emails to faculty asking them for a research project or GRA. Do your homework and find out what is going on around campus by actively seeking information. Some suggestions for gaining inspiration for proposals are:

- Visiting or joining labs in your first semester. A partial list of labs is available on the MS-HCI and GVU websites.
- Attending the GVU Brown Bag series (Thursdays 12-1).
- Attending the 3-Minute Madness presentations in CS/ID/LMC/PSYC 6753 (Seminar class). This session is intended to showcase the work of HCl-related faculty and potential project ideas.
- Visiting projects during the GVU Research Showcase. In October and April each year, there is a half-day event in TSRB to demonstrate projects from GVU faculty and students.
- Talking with PhD students, research faculty, and others about their work. Getting to know the work of others is a useful skill for your professional career.
- Reviewing previous projects found on the “MS-HCI Project Archive” site on TSquare.
- Exploring the various Georgia Tech school, faculty, lab, department, center, and program websites to learn about the wide range of projects and interests across campus.

You will develop your project proposal during the Spring semester of your first year, in consultation with an HCI faculty project advisor working in an area of interest to you. You should discuss your project idea with the Research Director or the Program Director to ensure that it will meet the criteria set by the program. If you are planning to work with an industry partner, you will need to get approval from the Research Director or the Program Director. Information about the content of the proposal is listed in a later section of this document. Before the end of the 15th week of classes you are required to turn in a hard copy of your proposal and signed project proposal approval form to the Research Director or the Program Director. You must also upload an electronic version of your proposal to the TSquare site. The specific deadline for the proposal will be announced early in the Spring semester.

Project Advisor: All students must have a project advisor who is an HCI-related faculty member. Your Project Advisor serves as the academic leader, and in many cases, is an expert in the project topic, methods, technology, population of interest, etc. Typically, you will work directly with your Project Advisor to perform the project work. Therefore, you should identify a faculty advisor who can facilitate your learning. Some criteria to consider: shared research and design interests, knowledge or skill in your project area, needs for project oversight, lab and resource supports, and availability. Start your search process early so that you have some experience with multiple faculty members. Students are often less successful at finding an advisor when they wait until late in the Spring semester to start the process. In addition, faculty members are more likely to be interested in working with you if they have had previous interaction with you during a course, through a GTA/GRA,
in their lab, or by other similar means. You should consult with the Research Director or the Program Director if you have questions about faculty availability or eligibility. A listing of possible HCI faculty Project Advisors is available on the MS-HCI website.

If you change your faculty Project Advisor, you must notify the Research Director. You may be required to register for additional credits (CS/ID/LMC/PSYC 6998) with the new advisor, regardless of the number of credits you have already completed with the previous advisor. You may also be required to submit a new proposal document, signed proposal approval form, and syllabus.

In some cases, you may have secondary “project mentor” – typically an expert in the domain of your project, but not an HCI faculty member. You will still need an HCI faculty Project Advisor. A project mentor can be a GT researcher or academic faculty member from a non-HCI field or who is unable to assign grades for project credits. Project mentors may also be industry or government professionals who are associated with your project work and contribute specific expertise. If you think your project might involve a project mentor, talk with the Research Director or the Program Director.

**Registration for Project Credits:** The project requires two semesters each of 3 credits of CS/ID/LMC/PSYC 6998 (for a total of 6 credits). You will register for the credits associated with the School of your faculty project advisor (if the advisor is not able to assign credit, you will need to discuss your options with the Research Director or the Program Director). As a general guideline, one credit hour equals roughly three hours of work per week, resulting in 9+ hours per week for 3 credit hours of project work. This translates to **144-160 hours per semester for your project**. Your course grade is assigned by your faculty Project Advisor in consultation with the Research Director and the Program Director. You must achieve an “A” or “B” grade in these credits to graduate. If you receive a grade lower than a “B” in either semester of the credits, you are required to retake the credits in a following semester.

Before the start of your third semester (or the semester in which you enroll in your first 3 credits), you will review your proposal with your advisor, make any updates, and agree to the syllabus associated with your project credits. This syllabus contains details about deliverables, deadlines, and grading criteria. You must complete the proposal update and syllabus process by the end of the registration period (first week of classes) in order to receive your permit to register for the project credits. **You will not be able to register for CS/ID/LMC/PSYC 6998 (project course) credits if you have not completed this process.**

**Progress Reporting:** During both semesters of your project credits, you will be expected to make satisfactory progress on your project. To report on your progress, you will provide your faculty advisor with periodic updates according to his/her preferred methods (e.g., reporting during lab meetings, demonstrations, written reporting documents, etc.). You must also:

- Have an initial meeting with the Research Director and your advisor to review your progress and planned work during the first semester of your project. This will be scheduled for early in the first semester of your project and count towards your grade.
Prepare a Mid-Point Presentation to be given at the end of the first semester of your project. This will serve as an opportunity to share the work you have performed to date and discuss your plans for completion. Your presentation will be brief to allow for ample time to thoroughly discuss your work with faculty and other invited experts. This will also be a chance to assess your plans for the second semester and adjust accordingly. This presentation will count towards your grade.

Have a progress meeting with the Research Director to give an update on your project and discuss your completion plan. This meeting will be scheduled for the 2nd month of the 2nd semester of your project and count towards your grade.

**IRB Protocol:** Most projects will need at least one approved Institutional Review Board (IRB) protocol to perform human subjects research. You should develop an IRB protocol as early as possible with your advisor as the Principal Investigator. *You should not perform research with human subjects without an approved IRB protocol.* Your work cannot be published or presented outside of the MS-HCI program without an approved protocol. You should consult with the MS-HCI Research Director and include her as research personnel when you submit the protocol.

**Project Poster:** During the final semester of your project work, you are required to present a project poster at the GVU Spring Showcase (mid-April) or the GVU Fall Research Showcase (end-October). If you work with a faculty advisor who has a lab in TSRB, you will sign up to present in his/her lab area. If you need space to present your work, please talk with the Research Director so that she can assist. This will count towards your grade.

**Final Deliverables:** In order to graduate, you will turn in a high-quality final report document (or other agreed upon equivalent document) and present your work to the program (i.e., the Program Director, four MS-HCI faculty coordinators, the Research Director, fellow MS-HCI students, other interested faculty members, and invited experts). These deliverables are graded as part of your project credits and must be completed to a level deemed satisfactory by your advisor, the Program Director, faculty coordinators, and the Research Director. The signed project completion form is due by the last day of finals in the semester you expect to graduate. This form should not be signed until all project deliverables have been submitted.
DELIVERABLES

Project Proposal

The project proposal is a 5-10 page document. Discuss the format and content details with your advisor. In general, you should address the following:

1. **Introduction/Background:** Overview of the problem area that your project will address. Discuss the history of the problem including any literature, statistics/data, specific examples, related work that you or others have done. Describe the target user or subject group, behavior of interest, stakeholders, context of use, and/or business or market situation. Discuss the significance of addressing the problem -- what are the benefits, innovations, valuable aspects, etc.?

2. **Potential Intervention, Solution, or Contribution:** What is the general nature of the work you hope to complete? What do you expect to develop, design, or investigate? Do not get overly descriptive in this section because these details should be informed by the work you do to understand the user needs/design criteria.

3. **Expected Methods:** What you will do in each stage of the project (many of the steps listed in the schedule will be discussed in this section). How will you understand your users/subjects and their needs? How will you find the users, subjects, stakeholders to work with? What behaviors, systems, or products will you be investigating to understand the context? How will you collect data? How will you develop and get feedback about your concepts or ideas? How will you develop and test a prototype or draft of your design? What methods will you use to get experts’ feedback?

4. **Expected Resources:** Description of resources you will need and how you will obtain them. This includes hardware, software, data sets, access to people, payment for subjects, specific expertise, etc.

5. **Schedule:** This list of milestones is suggestive, not definitive. You may adapt it, in consultation with your advisor, based on the specific characteristics of your work:
   - Literature review
   - Submission to IRB (Institutional Review Board)
   - Methods to understand the users/subjects and their needs
   - Ideation and concept feedback activities
   - Rough prototype
   - Mid-Point Presentation
   - User testing of rough prototype
   - Implementation of a functional system
   - User testing of functional system
   - Final report and other deliverables
   - Presentation to MS-HCI faculty advisors and students

If you will be doing this project as part of a paid job (summer internship, co-op, research assistantship, etc.), you will need to determine, along with your project advisor and/or work supervisor, how much your paid work overlaps with the required hours of the project credits. You should not expect that your paid work time covers the time expected for your project (although this may happen).

**You must turn in your signed project proposal approval form and proposal document to the Research Director and upload an electronic version of proposal to the MS-HCI Project Archives TSquare site.**
Mid-Point Presentation

At the end of your first semester of project work, you will give a presentation to the Research Director, Program Director, and others on your progress to date and plan for completion. You are expected to summarize your efforts towards the 3 credits of project work. This presentation will include a brief overview of your work and faculty-led discussion about your progress and future plans. The outcome of this presentation will be considered as part of your grade for the semester.

Your brief presentation should orient your audience to your problem space, review the tasks you have completed, and propose the next steps. While you will not have time to get into specific details of your work to date or future plans, you should have those details available in case you are asked to discuss them. Your presentation should include 4 slides: 1) Problem Overview; 2) Completed Work; 3) Completed Work cont.; and 4) Planned Work
Final Report

This is an expanded and updated version of your project proposal, typically 30-40 pages, including screen shots and appendices containing resources like surveys, interview questions, and usability testing procedures. Because there is a range of acceptable project contexts, your project may not have all of the details listed below. If you expect significant deviation from this outline, please discuss your needs with the Research Director or the Program Director. A typical outline is:

1. **Introduction**: Statement of problem, why it is a problem, intended user/subject characteristics, general capabilities of your solution/contribution.
2. **Background**: Previous work, theoretical foundations. Literature review. Describe the general application domain; what else has been done, what is the context of thinking and making things in which your work is situated.
3. **Design Requirements or Investigation Plan**: The work you performed to inform design requirements (criteria) or plan of investigation, and the resulting definition or description of design requirements or plan of investigation. Provide details about the formative research activities, information/data collected, and your interpretation. Common types of data include user/subject characteristics, task needs, study protocol details, design criteria, etc. Include personas, use cases, empathy maps, conceptual frameworks, or any other descriptions that help illustrate your findings and build the case for your next step in the process.

An example for how this section could be structured if your project context is app or product design focused:
   a. Description of users: methods for identifying who, demographics and other characteristics
   b. Description of tasks/context of use: methods for identifying tasks_Contexts, characteristics
   c. Competitive analysis or other analysis of related solutions
   d. Development of design requirements: mapping to identified needs, specific criteria/features/attributes, and their purpose, use cases

4. **Artifact Details**
   a. Early design work or piloting of methods: How you tried out your methods, or created your rough concept/prototype, how you got feedback or tested your idea, and what you learned (include sketches, photos, graphs, screen shots, etc.).
   b. Design or study implementation: How you implemented your design or study-discussion about the methods, technologies involved, resources required, information architecture, design principles used. Also discuss any iterative processes or activities including feedback from experts or users.

5. **Evaluation or Validation of Artifact**:
   a. Methods: Details about the testing or assessment of your artifact (describe with whom, what, where, and how). Discuss the study design (e.g., between or within subjects, pre/post, comparison). Describe subject characteristics, metrics, tools, tasks, procedures, and testing location. Testing tools, such as scripts and questionnaires, should be in an appendix.
   b. Results: Reporting or presentation of your data-- NOT an interpretation of what the data mean (that comes in the Discussion section).

6. **Discussion and Conclusions**: What does your data tell you, what does it mean? How does your data relate to other work? Is this solution an improvement over existing solutions? What could be the next steps? What did you learn as a future professional in doing this project?
Sections 3 (Design Requirements or Investigation Plan) and 5 (Evaluation or Validation of Artifact) will be the longest AND required for satisfactory completion. This outline is suggestive, not definitive. You may adapt it, in consultation with your faculty project advisor, based on the specific characteristics of your work.

If you are writing a full-length conference (extended abstracts do NOT count) or journal paper about your work, that paper might be acceptable as your final report. The paper may be co-authored with your advisor and others; you must be the first author and do a substantial amount of writing. Consult with the research project director about this option.

As per your project proposal milestones, you **must** have a draft final report for your faculty project advisor prior to the due date (last day of exams) for the completion form to be signed. Confer with your advisor to determine how far in advance of the due date the draft is expected to be ready for review.
Final Presentation

You will prepare and give a 15-minute PowerPoint or similar style presentation near the end of the semester to the program (i.e., the Program Director, four MS-HCI faculty coordinators, The Research Director, fellow MS-HCI students, other interested faculty members, and invited experts). Your presentation will be graded according to the following elements:

1. **Presentation of Information:**
   a. Story of work: statement of goals/purpose, framing/context of work, structure/flow
   b. Appeal/appearance: graphics, text balance/quantity, quality of multimedia (not blurry or hard to hear), quality of results charts and graphs
   c. Speaker skill: loudness level, speaking rate, eye contact, confidence, enthusiasm/interest

2. **Discussion of Design Requirements or Investigation Plan:**
   a. Description of users/subjects: methods for identifying who, demographics and other characteristics
   b. Description of tasks/context of use: methods for identifying tasks/contexts, characteristics
   c. Review of competitive analysis or other analysis of related solutions
   d. Review of rationale for study protocol

3. **Discussion of Artifact:**
   a. Description of implementation: show the connection between identified requirements and features included in the design or investigation/study, steps or stages for implementing (including outside help, specific resource needs)
   b. Implementation quality: clarity of approach, accessibility of design (are certain users excluded?), information architecture, integration of and conformance with effective design principles, quality of UI demo (video/audio, real-time, screenshots)

4. **Discussion of Evaluation or Validation:**
   a. Description of methods: study design (e.g., between or within subjects, pre/post, comparison), subject characteristics, metrics, tools, tasks, procedures, location
   b. Description of results: adequate mention of analysis methods, appropriate amount and type of data relevant to the “story”, clarity of data presentation (e.g., charts, tables, text are helpful and understandable).
   c. Presentation of conclusions: packaging/discussion of the meaningful findings, effective “wrap up” (e.g., what happens next with research/product?)