

**DOCUMENT N: COURSE AND PROGRAM DEVELOPMENT COVER SHEET**

See Course and Program Development Policy and Procedures for Instructions

<b>SCHOOL:</b> LAW <input type="checkbox"/> MSB <input type="checkbox"/> YGCLA <input checked="" type="checkbox"/>	<b>Contact Name:</b> Kathleen Harmeyer	<b>Phone:</b> x5473
<b>DEPARTMENT / DIVISION:</b> School of Information Arts & Technologies		
<b>SHORT DESCRIPTION OF PROPOSAL</b> (state name of action item 1-20 and course name, code & number / program affected):		
2, 7: Revise course COSC 324 to include information literacy requirements and HCI content based on feedback from program reviewers		
<b>PROPOSED SEMESTER OF IMPLEMENTATION:</b> Fall <input checked="" type="checkbox"/> Spring <input type="checkbox"/> Year: 2009		

<b>Box 1: TYPE OF ACTION</b>	ADD(NEW) <input type="checkbox"/>	DEACTIVATE <input type="checkbox"/>	MODIFY <input type="checkbox"/>	XX <input checked="" type="checkbox"/>	OTHER <input type="checkbox"/>
<b>Box 2: LEVEL OF ACTION</b>	Non-Credit <input type="checkbox"/>	Undergraduate <input type="checkbox"/>	XX <input checked="" type="checkbox"/>	Graduate <input type="checkbox"/>	OTHER <input type="checkbox"/>

Box 3: ACTION ITEM (check appropriate boxes)		DOCUMENTS REQUIRED (see box 4 below)	IMPACT REVIEWS (see box 5 on back)	APPROVAL SEQUENCE (see box 6 on back)
	1. Experimental Course <sup>1</sup>	NOP	a, c, e	AC
X	2. Course Title	NO		ABCD
	3. Course Credits	NO		ABCD
	4. Course Number	NO		ABCD
	5. Course Level	NO		ABCD
	6. Pre & Co-Requisite	NO		ABCD
X	7. Course Description	NOP		ABCDEF
	8. New Course	NOP		ABCDEF
	9. Deactivate a Course	NO		ABCDEF
	10. Program Requirements	NO	b, c, d, e	ABCDEF
	11a. UG Specialization (24 credits or less)	NO	a, b, c, d, e	ABCDEF
	11b. Masters Specialization (12 credits or less)	NO	a, b, c, d, e	ABCDEF
	11c. Doctoral Specialization (18 credits or less)	NO	a, b, e	ABCDEF
	12. Closed Site Program	NOT	e	ABCDHIK
	13. Program Suspension <sup>9</sup>	NO,5	a, e	ABCDEGIK
	14a. Certificate Program (ug/g) exclusively within existing degree program	NO	a, c, e	ABCDEFHIK
	14b. Certificate Program (ug/g) where degree programs do not exist or where courses are selected across degree programs (12 or more credits)	NOQR, 6	a, c, e	ABCDEFHJL
	15. Off-Campus Delivery of Existing Program	NO, 4	a, b, c, e	ABCDHIL
	16a. UG Concentration (exceeds 24 credit hours)	NO, 5	a, c, d, e	ABCDEFHJL
	16b. Masters Concentration (exceeds 12 credit hours)	NO, 5	a, c, d, e	ABCDEFHJL
	16c. Doctoral Concentration (exceeds 18 credit hours)	NO, 5	a, c, d, e	ABCDEFHJL
	17. Program Title Change	NO, 5	a, c, d, e	ABCDEFHJL
	18. Program Termination	NO, 10	d, e	ABCDEFHIK
	19. New Degree Program	NOQR, 3,8	a, c, d, e	ABCDEFHJL
	20. Other	Varies	Varies	Varies

Box 4: DOCUMENTATION (check boxes of documents included)			
X	N. This Cover Sheet	Q. Full 5-page MHEC Proposal	T. Other
X	O. Summary Proposal	R. Financial Tables (MHEC)	
X	P. Course Definition Document	S. Contract	

- Approval of experimental course automatically lapses after two offerings unless permanently approved as a new course.
- Codes: a) Library Services (Langsdale or Law) b) Office of Technology Services c) University Relations d) Admissions
- Letter of Intent is required by USM at least 30 days before a full proposal can be submitted. Letter of Intent requires only the approval of the dean and the provost and is forwarded to USM by the Office of the Provost.
- One-page letter to include: Program title & degree/certificate to be awarded; resources requirements; need and demand; similar programs; method of instruction; and oversight and student services (MHEC requirement)
- One-page letter with description and rationale (MHEC requirement)
- One or two-page document that describes: centrality to mission; market demand; curriculum design; adequacy of faculty resources; and assurance program will be supported with existing resources. (MHEC requirement)
- Learning objectives, assessment strategies; fit with UB strategic plan
- Joint Degree Program or Primary Degree Programs require submission of MOU w/ program proposal. (MHEC requirement)
- Temporary suspension of program to examine future direction; time not to exceed two years. No new students admitted during suspension, but currently enrolled students must be given opportunity to satisfy degree requirements.

**DOCUMENT N: COURSE AND PROGRAM DEVELOPMENT COVER SHEET (Page 2 of 2)**

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<b>SHORT DESCRIPTION OF PROPOSAL</b> (state name of action item 1-20 and course name, code & number / program affected):
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10. Provide:
- evidence that the action is consistent with UB mission and can be implemented within the existing program resources of the institution.
  - proposed date after which no new students will be admitted into the program;
  - accommodation of currently enrolled students in the realization of their degree objectives;
  - treatment of all tenured and non-tenured faculty and other staff in the affected program;
  - reallocation of funds from the budget of the affected program; and
  - existence at other state public institutions of programs to which to redirect students who might have enrolled in the program proposed for abolition.
11. University Council review (for a recommendation to the President or back to the Provost) shall be limited to curricular or academic policy issues that may potentially affect the University's mission and strategic planning, or have a significant impact on the generation or allocation of its financial resources.

<b>Box 5: IMPACT REVIEW</b>	<b>SIGNATURES</b> (see procedures for authorized signers)	<b>DATE</b>
a. Library <input type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached	Director or designee:	
b. OTS <input type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached	CIO or designee:	
c. University Relations <input type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached	Director or designee:	
d. Admissions <input type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached	Director or designee:	
e. Records <input type="checkbox"/> No impact <input type="checkbox"/> Impact statement attached	Registrar or designee:	

<b>Box 6: APPROVAL SEQUENCE</b>	<b>APPROVAL SIGNATURES</b>	<b>DATE</b>
A. Department / Division	Chair: <i>Nancy [Signature]</i>	12/10/08
B. Final faculty review body within each School	Chair: <i>[Signature]</i>	2/25/09
C. College Dean	Dean: <i>Larry Thomas per MFP.</i>	2/25/09
D. Provost and Senior Vice President for Academic Affairs	Provost: <i>Marquand C. Weber for S. Zocum</i>	2/26/09
E. Curriculum Review Committee (UFS subcommittee)	Chair: <i>Dotsy D. Yau</i>	3/11/09
F. University Faculty Senate (UFS option)	Chair:	
G. University Council (see # 11 above)	Chair:	
H. President	President:	
I. Board of Regents – notification only		
J. Board of Regents – approval		
K. MHEC – notification only		
L. MHEC – approval		
M. Middle States Association notification	Required only if the mission of the University is changed by the action	

**DOCUMENT O: SUMMARY PROPOSAL**

See Course and Program Development Policy and Procedures for Instructions

<b>SCHOOL:</b> LAW <input type="checkbox"/> MSB <input type="checkbox"/> YGCLA <input checked="" type="checkbox"/> X	<b>Contact Name:</b> Kathleen Harmeyer	<b>Phone:</b> x5473
<b>DEPARTMENT / DIVISION:</b> School of Information Arts & Technologies		
<b>SHORT DESCRIPTION OF PROPOSAL</b> (state action item 1-23 and course name & number or program affected):		
2, 7: Revise course COSC 324 to include information literacy requirements and HCI content based on feedback from program reviewers		
<b>PROPOSED SEMESTER OF IMPLEMENTATION:</b> Fall <input checked="" type="checkbox"/> X Spring <input type="checkbox"/> Year: 2009		

**O-1: Briefly describe what is being requested:**

- This is a revision of an existing course, COSC 324 Usability in Game Design, in order to meet additional program requirement needs of information literacy and basic human/computer interaction.
- The revised course will be a required course in both AIT and SDE.

**Old course description:**

This course introduces the concepts of play design and systematic software testing to students of interactive simulation and computer gaming. Students learn basic principles of interface and software construction and apply them to practical problems of game evaluation, in the process learning principles that underlie good interaction and play design. Homework includes play sessions with computer games, accompanied by copious and detailed documentation. Readings cover theory of interaction design and digital entertainment.

**New course description:**

This course introduces key concepts of human/computer interaction, including how humans interact with technology to find and process information. It also introduces the concepts of systematic software testing to students of applied information technology and students of interactive simulation and computer gaming. Students learn principles of interface and software construction and apply them to practical problems of software or game evaluation, in the process learning principles that underlie good interaction and play design. Readings cover theory of human/computer interaction, interaction design, and usability testing.

For new courses or changes in existing courses (needed by Registrar)

<b>OLD Title:</b> Usability in Game Design	<b>Course # / HEGIS Code:</b> COSC 324	<b>Credits:</b> 3.0
<b>NEW Title:</b> Designing for Humans	<b>Course # / HEGIS Code:</b> COSC 324	<b>Credits:</b> 3.0

**O-2: Set forth the rationale for the proposal:**

The undergraduate program review for the AIT program strongly recommended that we include appropriate human/computer interaction content in our undergraduate curriculum. We feel that this recommendation would also be valuable for our undergraduate students in the SDE program. We also want students from both programs to be able to conduct and evaluate usability testing of computer-based interactions, whether they are software applications, online interactions, or games.

We also need to explicitly incorporate the learning goals for the undergraduate information literacy requirement.

The redesign of this course includes seven weeks of human/computer interaction content, and eight weeks of instruction and practice in usability testing. It also includes explicit instruction in information literacy skills, and requires two major research projects (one for each unit) in which students will demonstrate their information literacy skills.

**DOCUMENT O: SUMMARY PROPOSAL**

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<b>SCHOOL:</b> LAW <input type="checkbox"/> MSB <input type="checkbox"/> YGCLA <input checked="" type="checkbox"/>	<b>Contact Name:</b> Kathleen M. Harmeyer	<b>Phone:</b> 5473
<b>DEPARTMENT / DIVISION:</b> School of Information Arts & Technologies		
<b>SHORT DESCRIPTION OF PROPOSAL</b> (state action item 1-23 and course name & number or program affected):		
20: Specify COSC 324 as fulfilling the Information Literacy Requirement for the BS in Simulation & Digital Entertainment		
<b>PROPOSED SEMESTER OF IMPLEMENTATION:</b> Fall <input checked="" type="checkbox"/> Spring <input type="checkbox"/> Year: 2009		

O-1: Briefly describe what is being requested:

The addition of the Information Literacy Requirement to the B.S. in Simulation & Digital Entertainment

**Statement for Catalog**

Students in the B.S. in Simulation & Digital Entertainment program will meet the University of Baltimore Information Literacy requirement in one of the following ways:

Successful completion of IDIS 110 *Introduction to Information Literacy*

OR

Successful completion of COSC 324 *Designing for Humans* (a major requirement)

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For new courses or changes in existing courses (needed by Registrar)

<b>OLD Title:</b>	<b>Course # / HEGIS Code:</b>	<b>Credits:</b>
<b>NEW Title:</b>	<b>Course # / HEGIS Code:</b>	<b>Credits:</b>

O-2: Set forth the rationale for the proposal:

COSC 324 explicitly addresses the Learning Goals for Information Literacy. It follows the COMAR recommendation of introducing information literacy in the context of subject research. It is a writing intensive course incorporating a research paper, a usability experiment, a presentation, and a report.

## **Required Format for Master Course Document (Document P)**

Issued by: Wim Wiewel, Provost and Senior Vice President for Academic Affairs

Effective Date: September 6, 2006

Reviewed by: University Faculty Senate

Include in your master course document items one through 15 using as much space as needed.

1. Date Prepared: December 9, 2008
2. Prepared by: Kathryn Summers & Kathleen Harmeyer
3. Department: School of Information Arts & Technologies
4. Course Numbers: COSC 324
5. Course Title: Designing for Humans
6. Credit Hours: 3
7. Prerequisites: COSC 309 (can be taken concurrently) or COSC 150
8. Course Purpose: A required course for both SDE and AIT to teach information literacy, basics of human/computer interaction, and usability testing
9. Rationale: Meet undergraduate information literacy requirement, plus provide crucial instruction in basic human/computer interaction and usability testing for both the AIT and SDE programs; will be a required course
10. Catalog Description: This course introduces key concepts of human/computer interaction, including how humans interact with technology to find and process information. It also introduces the concepts of systematic software testing to students of applied information technology and students of interactive simulation and computer

gaming. Students learn principles of interface and software construction and apply them to practical problems of software or game evaluation, in the process learning principles that underlie good interaction and play design. Readings cover theory of human/computer interaction, interaction design, and usability testing.

11. Suggested approximate class size: 24 (in accordance with teaching lab size)

12. Content Outline:

### **Week One**

Introduction to course: Humans & Technology  
READ: Chapters 1-4 of Norman

### **Week Two**

Finding Information: Visual Perception  
READ: Chapters 1-4 of Ware  
DUE: Research Topic

### **Week Three**

Effective Library Research  
DUE: Prospective list of research sources

### **Week Four**

Processing Information  
READ: two chapters from Ware & Norman

### **Week Five**

Standards & Heuristics  
READ: TBD  
DUE: partial draft of research paper, plus sources

### **Week Six**

Designing for Users with Special Needs

### **Week Seven**

Midterm  
DUE: research paper

**Week Eight**

Effective Empirical Research  
READ: Chapters 1-3 from Rubin

**Week Nine**

Effective Moderating & Interviewing  
READ: Chapters 4-5 from Rubin

**Week Ten**

Collecting & Analyzing Data  
READ: Chapters 6-8 from Rubin

**Week Eleven**

Finish user testing

**Week Twelve**

Affinity Mapping & Design Changes  
READ: Chapters 9-10 from Rubin

**Week Thirteen**

Making the Business Case for Usability Testing

**Week Fourteen**

DUE: Student presentations & reports

**Week Fifteen**

DUE: Student presentations & reports

13. Learning Goals: Students will
  - a. identify key considerations of human cognition and visual attention that affect human use of technology

- b. articulate a need for information, evaluate the extent of that need, and identify possible sources to meet that need, and select the best method and/or tools to obtain necessary information;
- c. develop effective search strategies and revise the search strategies as needed;
- d. access sources of information and manage the collection of information;
- e. develop and apply criteria in order to evaluate information collected;
- f. integrate key concepts from information collected into existing body of knowledge and compare newly attained knowledge to previous knowledge;
- g. apply new knowledge to problems of interaction design; and
- h. understand ethical, economic and legal implications concerning the use of information and information technology
- i. design and infuse effective empirical research into the usability and design of specific interactions and interfaces

14. Assessment Strategies:

- a. The first research project will demonstrate skills in information literacy with a focus on research in the field of human/computer interaction
- b. The second research project will demonstrate an ability to design and execute effective empirical research into the usability of a particular system or game.

15. Text(s) and Materials: textbook will vary based on instructor. Texts may include

- a. Things That Make Us Smart, Donald Norman
- b. Visual Thinking for Design , Colin Ware
- c. Handbook for Usability Testing, Jeffrey Rubin, Dana Chisnell, Jared Spool

16. Lab Fees: Yes (\$45)