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| Aug | 19 Introduction | 21 P0 out History & Frameworks | 23 Video/ Meet each other |
| | 26 S1 out Usability Principles | 28 P0 in, S1 in Bad Design, UCD Process | 30 P1 out Human Abilities 1 |
| Sept | 2 [Patterned] | 4 Human Abilities 2 | 6 Task Analysis |
| | 9 S2 out Predictive Evaluation | 11 S2 in Cognitive Models 1 | 13 Interpretive Evaluation BRUCE AWAY |
| Oct | 16 Cognitive Models 2 BRUCE | 18 P1 in, P2 out, S3 out Design 1, DOET | 20 S3 in, H1 out Design 2 |
| | 23 Design Exercise | 25 Graphic Design 1 | 27 H1 in Graphic Design 2 |
| | 30 EXAM BRUCE | 2 Futuristic Videos BRUCE | 4 Prototyping BRUCE |
| | 7 POSTER | 9 Dialog 1: WIMP | 11 P2 in, P3 out Dialog 2: Direct Manip. DROP DEADLINE |
| Nov | 14 [Patterned] | 16 UI Software | 18 H2 out Visual Basic |
| | 21 Dialog 3: Pen / PDA | 23 Handling Errors | 25 H2 in, S4 out Help & Documentation |
| | 28 S4 in Dialog 4: Speech JOHN | 30 Evaluation 1 JOHN | 1 Evaluation 2 |
| | 4 P3 in, P4 out, H3 out Evaluation 3 | 6 Evaluation 4 | 8 Web |
| Dec | 11 H3 in CSCW (Guest Spkr?) | 13 Pervasive Computing | 15 Project Work Day ? |
| | 18 Information Visualization 1 | 20 Information Visualization 1 | 22 Audio |
| | 25 Agents | 27 Review | 29 [Patterned] |
| | 2 P4 in Project Presentation | 4 Project Presentation | 6 Project Presentation |

| Assignment: | Handed out: | Handed in: |
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| S1: Interfaces in your environment | 26-Aug | 28-Aug |
| S2: Quick evaluation of a travel site(s) | 9-Sep | 11-Sep |
| S3: DOET | 18-Sep | 20-Sep |
| S4: Compare two speech/IVR interfaces | 25-Oct | 28-Oct |
| H1: Design of kiosk to enable blind use, including discussion of the tasks and issues | 20-Sep | 27-Sep |
| H2: Visual Basic program (fast food delivery, travel planning, etc.) | 18-Oct | 25-Oct |
| H3: "Thorough" evaluation of travel website(s), with users, data, etc. | 4-Nov | 11-Nov |