IEOR 170 Course Contract  
Spring 2003

1. IEOR 170, Introduction to Design, is unlike most other IEOR courses.

2. Grading design skill is inherently subjective. There are no fixed criteria. The point system described on the syllabus will be used for grading Design Assignments. Every effort will be made to be fair and to treat all students equally without bias of any sort. Complaints about grading or fairness should be brought to the attention of the professor.

3. Many of the topics included in IEOR 170 will be less quantitative than in other IEOR courses. Interaction and experience design, the primary topics of this course, will be taught primarily through examples and guest lectures, and not through analytic principles, rules, or algorithms.

4. IEOR 170 will require class participation, class discussion, and creativity. There will not be a textbook to study from.

5. All students will create and maintain a Design Notebook during the semester.

6. Class attendance is very important. If you miss a class, it is your responsibility to find out from your peers what you missed.

7. The Schedule posted on the website is tentative and will change.

8. Students will be asked on occasion to volunteer to prepare detailed lecture notes in MS Word format for one lecture for the benefit of future students.

9. Homeworks and Assignments will be performed individually or as teams. Adapting ideas or designs from external sources is acceptable only when clearly and explicitly acknowledged. Plagiarising designs can result in a failing grade.

This course is an elective. Should I decide to enroll, I acknowledge and accept the points listed above.

Name:

SID:

Date