

CCS4502 Human Computer Interaction**COURSE INFORMATION**

Prerequisites	Academic Year & Level		Teaching Methods			Credit Hrs.
	Year	Semester	Lecture	Tutorial	Laboratory	
CSE2001	4	8	2	2	0	3

COURSE AIM

- Describe what interaction design is and how it relates to HCI.
- Explain the relationships between the user experience and usability.
- Apply a variety of interaction design processes and techniques and know when they are appropriate.
- Examine an interactive product and explain its strength and weakness in terms of concepts, goals, and principles of interaction design.
- Apply usability evaluation methods and know when they are appropriate.
- Understand cognitive factors that affect usability.
- Explain how to do usability evaluation using inspections, analytics, and predictive models.

COURSE WEEKLY CONTENTS

- 1 Introduction to Interaction Design.
- 2 Understanding and Conceptualizing Interaction.
- 3 Understanding Users.
- 4 Designing for Collaboration and Communication.
- 5 Formal Methods of Interaction.
- 6 Models and Paradigms: Ergonomic issues and Interaction Approaches. Part I
- 7 Models and Paradigms: Ergonomic issues and Interaction Approaches. Part I
- 8 Interfaces and Interactions Part I
- 9 Interfaces and Interactions Part II
- 10 Data Gathering.
- 11 Identifying Needs and Establishing Requirements
- 12 Prototyping and design cycle: rules and principles.
- 13 User Interfaces: Standards and Guidelines.
- 14 Evaluation: Methods and Models
- 15 Revision

STUDENT GRADING & ASSESSMENT

Weeks	Exams	Assign.	Quizzes	Reports	Present.	Lab.	Total
1 to 7	←		30	MARKS		→	30
8 to 12	←		20	MARKS		→	20
1 to 15	←		10	MARKS		→	10
16 or 17	40	Final					40

REFERENCES

Textbook	Jenny Preece, Helen Sharp, and Yvonne Rogers, Interaction Design: Beyond Human-Computer Interaction, John Wiley and Sons Ltd.
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