

DEREE COLLEGE SYLLABUS FOR:					
ITC 4030 HUMAN COMPUTER INTERACTION					
(Previously ITC 4130) (Updated Fall 2021)					
US CR: 3/0/3 UK LEVEL: 6 UK CREDITS: 15					
PREREQUISITES:	None.				
COREQUISITES:	None.				
CATALOG DESCRIPTION:	Foundations of human computer interaction. Interaction design basics. User Experience (UX). HCI in the software process. Cognitive models and theories. Application of concepts and methodologies of software engineering, human factors and psychology to address ergonomic, cognitive, and social factors in the design and evaluation of interactive computer systems.				
RATIONALE:	The course exposes students to the field of human-computer interaction (HCI). HCI is an interdisciplinary field that integrates theories and methodologies from multiple domains such as computer science, cognitive psychology, and design. The course covers current theory and practice in interface design and user experience (UX) and intends to expand students' awareness of the issues that determine the usability of an interactive computer system.				
LEARNING OUTCOMES:	As a result of taking this course, the student should be able to: <ol style="list-style-type: none"> 1. Identify and compare the different interaction styles. 2. Analyse user interface and user experience design principles. 3. Critically evaluate the usability of user interfaces for interactive systems. 4. Propose appropriate design solutions for interactive systems. 				
METHOD OF TEACHING AND LEARNING:	In congruence with the teaching and learning strategy of the college, the following tools are used: <ul style="list-style-type: none"> • Lectures, class discussions, problem-solving sessions, and review of real-world cases based on specific theoretical concepts. • Office hours held by the instructor to provide further assistance to students. • Use of the Blackboard Learning platform to further support communication, by posting lecture notes, assignment instruction, timely announcements, and online submission of assignments 				
ASSESSMENT:	<p>Summative:</p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 5px;">1st assessment: Midterm examination short essay questions</td> <td style="text-align: center; padding: 5px;">40%</td> </tr> <tr> <td style="padding: 5px;">Final assessment: Research Project case study: data collection, synthesis, critical evaluation and/or interface design</td> <td style="text-align: center; padding: 5px;">60%</td> </tr> </table>	1 st assessment: Midterm examination short essay questions	40%	Final assessment: Research Project case study: data collection, synthesis, critical evaluation and/or interface design	60%
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	<p>Formative:</p> <table border="1" data-bbox="613 184 1377 247"> <tr> <td data-bbox="613 184 1291 247">Case studies and in-class groupwork activities</td> <td data-bbox="1291 184 1377 247">0</td> </tr> </table> <p>The formative assessments aim to prepare students for the summative assessments and expose them to teamwork.</p> <p>The 1st assessment tests learning outcomes 1 and 2.</p> <p>The final assessment tests learning outcomes 3 and 4.</p> <p>(Guidelines and assessment rubrics are distributed on the first day of classes along with the course outline.)</p> <p><i>Students are required to resit failed assessments in this module.</i></p>	Case studies and in-class groupwork activities	0
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<p>INDICATIVE READING:</p>	<p>REQUIRED READING:</p> <p>Instructor’s notes</p> <p>Hartson, H. R., & Pyla, P. S. <i>The UX Book</i>. Latest edition. Amsterdam: Elsevier.</p> <p>RECOMMENDED READING:</p> <p>Dix, A., Finley J., Abowd, G., Beale, R., (2004) <i>Human-Computer Interaction</i>. Harlow, England: Pearson / Prentice Hall.</p> <p>Galitz, W. O. (2007). <i>The essential guide to user interface design: An introduction to GUI design principles and techniques</i>. Indianapolis, IN: Wiley Pub.</p> <p>Jones, M., & Marsden, G. (2006). <i>Mobile interaction design</i>. Chichester, England: John Wiley & Sons.</p> <p>Preece, J., Rogers, Y., & Sharp, H. (2015). <i>Interaction design: Beyond human-computer interaction</i>. New York, NY: J. Wiley & Sons.</p> <p>Schneidermann, B., Plaisant C. (2009). <i>Designing the User Interface</i>. Boston, MA: Addison-Wesley / Pearson.</p> <p>Journals / Magazines:</p> <ul style="list-style-type: none"> • Advances in Human-Computer Interaction, Hindawi Publishing Corporation • AIS Transactions on Human-Computer Interaction, Association for Information Systems • Human-Computer Interaction, Taylor & Francis Group • BIT - Behaviour and Information Technology journal, Taylor & Francis Group • IJHCI - International Journal of HCI, Taylor & Francis Group • IJHCS - International Journal of Human-Computer Studies, Elsevier Science Limited • The UX Magazine 		

INDICATIVE MATERIAL: <i>(e.g. audiovisual, digital material, etc.)</i>	REQUIRED MATERIAL: N/A RECOMMENDED MATERIAL: N/A
COMMUNICATION REQUIREMENTS:	Daily access to the course's site on the College's Blackboard CMS. Effective presentation skills using proper written and oral English.
SOFTWARE REQUIREMENTS:	Browser; software for mock-up interface design
WWW RESOURCES:	www.hcibook.com www.hcibib.org www.usernomics.com www.dontclick.it/ www.pixelcentric.net/interface.php www.designofsites.com www.wiley.com/college/galitz www.wiley.com/go/mobile www.wiley.com/college/lazar www.id-book.com www.uxmag.com www.theuxbook.net
INDICATIVE CONTENT:	<ul style="list-style-type: none"> • Usability Guidelines / Principles / Theories • Evaluation of Interface Designs & UX • Interaction Styles • Design Issues