



Computer Science Department  
**Course Syllabus**  
**CS452 - Human-Computer Interaction**

**Catalog Description:** The course illustrates the design principles, methodologies along with implementation choices which allow one to build a very usable software in a simple, intuitive, productive, and reliable way for the users for which it is meant. Achieving this goal requires the study of three different perspectives: human (psychological aspects of the user); computer (peripherals and tools); interaction (analysis, design, and evaluation of human-machine interfaces).

**Credit Hours:**            **3 Credit hours:**    3 Lectures per week    0 Labs. per week    0 Recitation per week

**Prerequisites:**            CS242

**Course Learning Outcomes:**

- 1) Ability to create user interfaces especially web based designs using standard design approaches.
- 2) Ability to evaluate interfaces using the most appropriate technique for a particular situation based upon either discount or user-based techniques.
- 3) Ability to explain how human factors influence aspects of design of interfaces.
- 4) Ability to select suitable techniques for establishing requirements for a web-based computing system, including the usability requirements. Ability to make use of these techniques.
- 5) Communicate and present design properties of interactive artifacts for different stakeholders

**Major Topics:**

1. Introduction
2. The human
3. The computer
4. The interaction
5. Paradigms
6. Interaction design basics
6. HCI in the software process
7. Design rules
8. Evaluation

**Text Books:**            Human-Computer Interaction (3rd Edition), by Alan Dix, Janet E. Finlay, Gregory D. Abowd, Russell Beale, ISBN-13: 978-0130461094 ISBN-10: 0130461091



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**Grading:**

- ⦿ The grading scale for this course is:
  - . 95 - 100 A+ Passing
  - . 90 - 94 A Passing
  - . 85 - 89 B+ Passing
  - . 80 - 84 B Passing
  - . 75 - 79 C+ Passing
  - . 70 - 74 C Passing
  - . 65 - 69 D+ Passing
  - . 60 - 64 D Passing
  - . 0 - 59 F Failing
  
- ⦿ Final grades will be determined based on the following components:
  - . 60% Semester Work
  - . 40% Final Exam
  
- ⦿ Students may not do any additional work for extra credit nor resubmit any graded activity to raise a final grade.
  
- ⦿ Late submissions will not be accepted for any graded activity for any reason.
  
- ⦿ Students have one week to request the re-grading of any semester work.

**Attendance Policy:**

Students should attend 80% of the overall course hours taught in the semester as per the University regulations.

If a student fails to achieve this portion, he/she shall not be allowed to appear in the final exam and shall be awarded “DN” grade and repeat the course.

**Cheating and  
Plagiarism  
Policy:**

The instructor will use several manual and automated means to detect cheating and/or plagiarism in any work submitted by students for this course.

When a student is suspected of cheating or plagiarism, the instructor raises the issue to the disciplinary committee.



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**Communications:** Registered students will be given access to a section of the Blackboard Learning System for this course. Bb will be used as the primary mechanism to disseminate course information, including announcements, lecture slides, assignments, and grades.

Communication with the instructor on issues relating to the individual student should be conducted using CIS email, via telephone, or in person.