



Information Systems Department

## Course Syllabus

### IS 751: Human Computer Interaction

**Catalog Description:** This course covers design concepts, state-of-the-art and contemporary trends in Human-Computer Interaction (HCI). Students are expected to understand and apply interaction design and usability engineering concepts in the development cycles of interactive systems. This course focuses on psychological aspects of the individual user, universal design principles, and User Centered Design (UCD) models. It combines experimentation, observation and iterative interaction design activities for understanding the process of designing more usable, pleasurable, and effective ways for people to interact with computer-based systems and appliances.

The course consists of two inter-related strands: The central focus is exposure to HCI models, theories and frameworks in order to provide students with an understanding of the range of issues addressed in the field. The second focus is a semester-long team project, in which students will design, and evaluate interactive user interfaces. A steady stream of project-related practical activities involving iterative design, prototype development and evaluations of interfaces will be conducted throughout the course. This provides an opportunity to learn about a range of theoretical approaches that have been developed specifically for use in HCI. Based on this understanding, students will have the opportunity to apply them, assessing their value in relation to the design and evaluation of particular interactive technologies. To this end, a number of hands-on practical activities will be carried out alongside the relevant literature covered in lectures.

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

**Prerequisites:** No Pre-requisites

- Course Learning Outcomes:**
1. Develop an understanding of the role of users in the design process.
  2. Ability to explain and discuss practical and theoretical aspects of Human-Computer Interaction (HCI).
  3. Ability to apply Human-Computer Interaction (HCI) design principles to practical problems.
  4. Ability to conduct activities related to data gathering, analysis and the design of solutions for practical applications.
  5. Develop an understanding of how to conduct usability evaluations of interactive systems. Students will work within a group in analyzing the case study and the project



## Course Syllabus

### IS 751: Human Computer Interaction

---

Major Topics:

- Interaction Design (ID) Principles
- User-Centered Design (UCD)
- Designing for Collaboration and Communication
- Affective Aspects of Computing
- Interfaces and Interactions
- Design, Prototyping, and Construction
- Usability engineering

Text Books:

Interaction Design: Beyond Human Computer Interaction, by Y. Rogers, H. Sharp, J. Preece, 4<sup>th</sup> Edition, Wiley (2015); ISBN-10: 1119020751, ISBN-13: 978-1119020752



## Course Syllabus

### IS 751: Human Computer Interaction

---

#### 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 |
| 0 - 69   | 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.

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

#### Attendance Policy:

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.

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

#### Cheating and Plagiarism Policy:

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



Information Systems Department

## Course Syllabus

### IS 751: Human Computer Interaction

---

**Communications:** Registered students will be given access to a section of the Learning Management System (LMS) for this course. LMS 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.