Human Computer Interaction Fall 2019

Course Outline

Instructor: Kiran Khurshid (Sections C & D)
Contact Hours: 12:20pm Mondays and Wednesdays
Email: kiransamiz@gmail.com
Text Books:
1. Human-Computer Interaction (3rd ed.) by Dix, Finlay, Abowd, and Beale (2004)
2. The Usability Engineering Lifecycle by Deborah J Mayhew (1999)

Reference Books:
1. The Design of Everyday Things, by Donald Norman. Currency/Doubleday, 1990
2. Interaction Design: Beyond Human - Computer Interaction (3rd ed.), by Yvonne Rogers, Helen Sharp, Jenny Preece. Wiley, 2011
3. About FACE 3.0 – The Essential of Interaction Design by Alan Cooper & Robert Reimann (2007)
4. Designing the User Interface: Strategies for Effective Human-Computer Interaction, Ben Shneiderman and Catherine Plaisant, 4th Edition, Addison-Wesley, 2005.

Course Objectives
1. The course provides an introduction to the fundamentals and dynamics of human-computer interaction. It requires an understanding of the human behavior who interacts with a computer system. After studying this course, the students will:
   a. become aware of the golden rules of HCI
   b. be able to design and implement effective user interfaces from scratch
   c. be able to critically examine and evaluate existing user interfaces

Course Contents

S#	Topic	Readings
1	Introduction and Overview (Including history of HCI)	Introduction
2	The Human	Book 1. Chapter 1
3	The Computer (Focusing on latest technology)	Book 1. Chapter 2
4	Interaction (Introduction)	Book 1. Chapter 3
	MIDTERM 1	
5	Model of Interaction, Ergonomics and Interaction Styles	Book 1. Chapter 3
6	User Profile	Book 2. Chapter 2
7	Contextual Task Analysis	Book 2. Chapter 3
8	Usability Goals	Book 2. Chapter 4
9	Conceptual Model Design	Book 2. Chapter 8
10	Navigational & Screen Designs	Book 1. Chapter 5
	MIDTERM 2	
11	Screen Design Standards and Detailed Design	Book 2. Chapter 11 and 15
12	Golden Rules	Book 1. Chapter 7
13	Model Based Evaluation	Extra material
14	Designing for Diversity, Universal design	Book 1. Chapter 10
15	Planning and analyzing projects from HCI perspective	Extra material

Evaluation:
Quizzes   10   Midterms   30   Assignment/Project   20   Final   40

Important Notes:
There is no makeup for a missed class test or quizzes. **Plagiarism** is not tolerable in any of its form. Students bear all the responsibility for protecting their assignments. In case of cheating, both parties will be considered equally responsible.