***Individual Assignment. Weight: 10%***

1. Computer in HCI
   1. Input/ Output device
   2. Virtual reality
   3. Physical interaction
   4. Memory
   5. Processing

***Group Assignment 15%***

***NB***: Number of members 5

Evaluation Techniques and Universal Design

* 1. *Evaluation Techniques*
     1. What is evaluation?
     2. Goals of evaluation
     3. Choosing an evaluation method
  2. *Universal Design*
     1. Introduction
     2. Universal design principles
     3. Multi-modal interaction
     4. Designing for diversity

***User Support***

* 1. Introduction
  2. Requirements of user support
  3. Approaches to user support
  4. Adaptive help systems
  5. Designing user support systems

***NB: Submit both assignments by hard copy***