

Human Computer Interaction Fall 2021

Course Outline

Instructor: Momna Zaneb (Sections 3A, 3B)

Contact Hours: TBD

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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 behaviour 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) and Touchscreens, Virtual keyboards	Book 1. Chapter 3 + Extra Material
	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 15% Final 40%
 Class Participation 5%

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.