April 6, 2017

PROPOSAL FOR B.S.IN HUMAN-CENTERED COMPUTING (HCC)
MAKERERE UNIVERSITY

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STUDENT NUMBER: 215003730
REG NO. 15/U/4950/EVE 6th 04 2017

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1 Introduction.

1.1 Poupose. This document puts forward the goals of a proposed new B.S. program in Human-Centered Computing (HCC). With roots in multiple areas of computing, arts, and social sciences, HCC blends strength from these varied disciplines to understand the way in which people use technology. The program presents a truly interdisciplinary degree, with the curriculum comprising offerings from and information science and technologies.The program addresses the market demand for trained HCC professionals.

2 Problem statement.

Description of the New Program Fundamental HCC is a focus on humans, individually or in social contexts, and their interactions with technology. This area blends computer advancements with understanding the ways in which people can interact with these advanced systems. Topics of consideration include the design, evaluation and implementation of interactive computing systems and the understanding of ways in which such systems transform our lives.

3 Objectives.

1. student retention.It will give students the opportunity to individualize their undergraduate experience based on their interests. While providing a core curriculum central to HCC, the program electives will allow students to focus on computing, design, or psychology.

2. The interdisciplinary foundation of this degree, drawing from Design and Psychology, both of which attract significant numbers of female undergraduates, will serve to ensure diversity of enrollment in terms of gender.

3. Student participation in innovation, creativity, and research scholarship. A hallmark of this B.S. degree will be the participation of students in the development and evaluation of new interaction experiences through co-ops, student and /or faculty initiated research, and final year projects.

4 Significance.

1. Many students who minor in Psychology would like greater depth of knowledge than can be provided in 5 sophomore/junior level courses.

2. The hallmark of the program is that students will be able to get in-depth understand of computers as used by humans, with a breadth of knowledge about human abilities (Psychology) and what makes computing systems appealing (Design).

5 discussion.

Administratively, the program will be based in the IST department.It will however be structured such that there is a cross-college curricular group responsible for the curriculum design and delivery. The degree will require in-depth conversations among department leaders in the colleges. Procedures for course identification, scheduling and advising will need to be considered in depth.

5.1 Enrollment Management Expectations and Sustainment.

-Most of the students will come from various districts across Uganda and international students accepted as well. -The Office of Undergraduate Admissions will work with the college to determine appropriate academic profile parameters for entering students with final authority for admission decisions resting in the Office of Undergraduate Admissions.

5.2 Impact on Resources.

Once the program has been approved and incorporated into a full marketing cycle,we project that 10 new freshmen and 8 new transfer students would enroll each September Inputting those projection numbers along with the average (most recent four years) six-year graduation for muk.

6 Conclusion.

This proposed degree in Human-Centered Computing will provide students with a breadth of skills not currently available through a single disciple degree. The goal is to train students for careers in multidisciplinary teams for professionals that value computing, design, and psychology, all as critical components on interactive systems.

7 References.

http://www.insidehighered.com/news/2010/22/tem