Course Code	Course Name	Credits
CSC801	**Human Machine Interaction**	**4**

.**Course Objectives:** At the end of the course, students will be able to –

1. Learn the foundation of human machine interaction.
2. Understand the importance of human psychology in designing good interfaces.
3. Be aware of mobile interaction design and its usage in day – to – day activities.
4. Understand various design technologies to meet user requirements.
5. Encourage to indulge into research in Machine Interaction Design.

Course Outcomes: At the end of the course, the students will be able to -

1. Identify User Interface (UI) design principles.
2. Analysis of effective user friendly interfaces.
3. Apply Interactive Design process in real world applications.
4. Evaluate UI design and justify.
5. Create application for social and technical task.

Pre-requisites: Web Technologies; Software Engineering; Experience in designing interfaces for applications and web sites. Basic knowledge of designing tools and languages like HTML, Java, etc

Module No.	Topics	Hrs.
1.0	**FOUNDATIONS OF HMI:** The Human: History of User Interface Designing, I/O channels, Hardware, Software and Operating environments, The Psychopathology of everyday Things, Psychology of everyday actions, Reasoning and problem solving . The computer: Devices, Memory, processing and networks. Interaction: Models, frameworks, Ergonomics, styles, elements, interactivity, Paradigms.	8
2.0	**DESIGN & SOFTWARE PROCESS**: Mistakes performed while designing a computer system, Human interaction with computers, importance of human characteristics human consideration, Human interaction speeds .Interactive Design basics, process, scenarios, navigation, Iteration and prototyping. HMI in software process: software life cycle, usability engineering, Prototyping in practice, design rationale. Design rules: principles, standards, guidelines, rules. Recognize the goals, Goal directed design process. Evaluation Techniques: Universal Design.	10
3.0	**GRAPHICAL USER INTERFACE:** The graphical User Interface: Popularity of graphics, the concept of direct manipulation, graphical systems, Characteristics. Web user Interface: Interface popularity, characteristics. The merging of graphical Business systems and the Web. Principles of user interface design.	8

4.0	**SCREEN DESIGNING**: Design goals , Screen planning and purpose, organizing screen elements, ordering of screen data and content , screen navigation and flow, Visually pleasing composition, amount of information, focus and emphasis, presentation information simply and meaningfully, information retrieval on web, statistical graphics, Technological consideration in interface design.	10
5.0	**INTERFACE DESIGN FOR MOBILE DEVICES**: Mobile Ecosystem: Platforms, Application frameworks: Types of Mobile Applications: Widgets, Applications, Games, Mobile Information Architecture, Mobile 2.0, Mobile Design: Elements of Mobile Design, Tools.	8
6.0	**INTERACTION STYLES AND COMMUNICATION**: Windows:Characteristics, Components, Presentation styles, Types of Windows, Management, operations. Text messages: Words, Sentences, messages and text words, Text for web pages. Icons, Multimedia and colors	**8**
	Total	**52**

Text Books:

1. Alan Dix, Janet Finlay, Gregory Abowd, Russell Beale, "Human Computer Interaction", 3rdEdition, Pearson Education, 2004.
2. Wilbert O. Galitz, "The Essential Guide to User Interface Design", Wiley publication.
3. Alan Cooper, Robert Reimann, David Cronin, "About Face3: Essentials of Interaction design", Wiley publication.
4. Jeff Johnson, "Designing with the mind in mind", Morgan Kaufmann Publication.
5. Donald A. Normann, " Design of everyday things",Basic Books; Reprint edition 2002.
6. Brian Fling, "Mobile Design and Development", First Edition , O'Reilly Media Inc., 2009.

Reference Books:

1. Rogers Sharp Preece,"Interaction Design:Beyond Human Computer Interaction",,Wiley.
2. Guy A. Boy "The Handbook of Human Machine Interaction", Ashgate publishing Ltd.
3. Kalbande,Kanade,Iyer,"Galitz's Human Machine Interaction", Wiley Publications.

Assessment:

Internal Assessment:

Assessment consists of two class tests of 20 marks each. The first class test is to be conducted when approx. 40% syllabus is completed and second class test when additional 40% syllabus is completed. Duration of each test shall be one hour.

End Semester Theory Examination:

1. Question paper will comprise of 6 questions, each carrying 20 marks.
2. The students need to solve total 4 questions.
3. Question No.1 will be compulsory and based on entire syllabus.
4. Remaining question (Q.2 to Q.6) will be selected from all the modules.

Lab Code	Lab Name	Credits
CSL801	Human Machine Interactions Lab	1

Lab Outcome:

1: To design user centric interfaces.
2: To design innovative and user friendly interfaces.
3: To apply HMI in their day-to-day activities.
4: To criticize existing interface designs, and improve them.
5: To Design application for social Task.
6: To Design application for Technical Tasks

Description:

Human Machine Interaction provides the study of user interface and benefit of good design. The design process gives an idea about how people interact with computer and the problems that they fall, so understanding the human characteristics is important as this lays the base for a good interface. It enables the students to apply his/her design skills to develop an appropriate Mobile App or Website. Students also learn the different types of icon, color and its representation with social and ethical concerns. Students can also learn the different software tools used to assemble and build user interface along with the different types of interaction devices and finally try to measure the usability of the application by learning HMI principles.

Suggested List of Experiments:

Sr. No.	Title of Experiments
1	Problem representation for Designing User Interface
2	Design a Mobile app/ Website that can teach mathematics to children of 4-5 years age in schools in Rural /Urban Sector
3	Design a Mobile App/Website that can help people to sell their handmade products in metro cities
4	ATM machine/KIOSK screen design for rural people.
5	Design a Mobile App/Website to get an experience for passengers whose flight /train is delayed.
6	Design an UI application for Institute event management.
7	Design of User interface for the system using various interaction styles.
8	Statistical Graphics and its use in visualization
9	Design appropriate icons pertaining to a given domain .(Eg. Greeting cards)

10	Design a personal website for an Artisan
11	Design a interface for Home appliances
12	Design an interactive data access using Graphics (QR, BAR Code, Image etc) and generating a print form
13	Redesign of a user interface (Suggest and implement changes in Existing User Interface
14	Design a navigator for a student new in your Institute.
15	Design a navigator for a person new in tourist city/ village
16	Design UI for Motor paralysis for disabled people.
17	KIOSK design for hospital/school/educational campus/National Institute.
18	To calculate screen complexity of existing Graphical User Interface and redesign the interface to minimize the screen complexity.

Guidelines:

1. Students are expected to use advanced tools and Technologies towards execution of lab work.
2. Students can work individually or only 2-3 Students can form a team if they wish to work in Group.
3. Case Study and assignments may be linked with CSC801 Syllabus.

Term Work:

Laboratory work will be based on above syllabus with minimum 10(Ten) experiments in line with the above Lab outcomes to be incorporated with 13(Thirteen) lab session of 2 (two) hours each. The problem statement can be decided by the instructor in line with the above list of experiments

The distribution of 25 marks for term work shall be as follows:

Lab Performance	15
Mini Project	05
Attendance (Theory & Practical)	05

Oral exam will be based on the above and CSC801:'HMI Theory' Syllabus.