

## INSTITUTION

**PROGRAM (S) TO  
BE**

**EVALUATED**

**BSCS**

### A. Course Description

<b>Course Code</b>	CS-422
<b>Course Title</b>	Human Computer Interaction
<b>Credit Hours</b>	3
<b>Prerequisites by Course(s) and Topics</b>	N/A
<b>Assessment Instruments with Weights</b> (homework, quizzes, midterms, final, programming assignments, lab work, etc.)	Class Participation to be announced Midterms 25% Project to be announced Final 50%
<b>Course Coordinator</b>	Behraj Khan
<b>URL (if any)</b>	
<b>Current Catalog Description</b>	Introduction to HCI and Interaction Design Basics, HCI in software Process/Usability Engineering, Design Rules, Implementation support, Evaluation Techniques, Universal design, Hierarchical Task Analysis, Universal Design/User Support, Cognitive, Communication & Collaboration Models, Task analysis Groupware and CSCW.
<b>Textbook (or Laboratory Manual for Laboratory Courses)</b>	Human Computer Interaction by Alan Dix, Janet E. Finlay, Gregory D. Abowd and Russel Beale
<b>Reference Material</b>	1. The Design of Everyday Things by Donald Norman 2. Internet
<b>Course Goals</b>	<ul style="list-style-type: none"><li>• Understand HCI and its objectives</li><li>• Become familiar with HCI models of the human, the computer and the interaction.</li><li>• Apply the above in order to formulate design principles leading to usable interfaces</li><li>• Perform case studies on various systems, websites and softwares to evaluate their interfaces</li></ul>



<b>Topics Covered in the Course, with Number of Lectures on Each Topic</b> (assume 15-week instruction and one-hour lectures)	<table border="1"> <tr><td>1-2</td><td>The human</td></tr> <tr><td>3</td><td>The computer</td></tr> <tr><td>4</td><td>The interaction</td></tr> <tr><td>5</td><td>Paradigms</td></tr> <tr><td>6</td><td>Interaction design basics</td></tr> <tr><td>7</td><td>HCI in the software process Design rules</td></tr> <tr><td>8</td><td>Implementation support</td></tr> <tr><td>9</td><td>Evaluation techniques</td></tr> <tr><td>10</td><td>Universal design User support</td></tr> <tr><td>11</td><td>Cognitive models Socio-organizational issues and stakeholder requirements</td></tr> <tr><td>12</td><td>Communication and collaboration models Task analysis</td></tr> <tr><td>13</td><td>Dialogue notations and design</td></tr> <tr><td>14</td><td>Models of the system Modeling rich interaction</td></tr> <tr><td>15</td><td>Groupware</td></tr> <tr><td>16</td><td>Ubiquitous computing and augmented realities Hypertext, multimedia, and the world wide web</td></tr> </table>	1-2	The human	3	The computer	4	The interaction	5	Paradigms	6	Interaction design basics	7	HCI in the software process Design rules	8	Implementation support	9	Evaluation techniques	10	Universal design User support	11	Cognitive models Socio-organizational issues and stakeholder requirements	12	Communication and collaboration models Task analysis	13	Dialogue notations and design	14	Models of the system Modeling rich interaction	15	Groupware	16	Ubiquitous computing and augmented realities Hypertext, multimedia, and the world wide web
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<b>Laboratory Projects/Experiments Done in the Course</b>																															
<b>Programming Assignments Done in the Course</b>	<ol style="list-style-type: none"> <li>Creating a paper prototype of a distance learning solution where human availability is not possible.</li> <li>Creating a web based text edit solution where admin can specify the formatting for a document. User text will automatically be formatted accordingly.</li> </ol>																														
<b>Class Time Spent on (in credit hours)</b>	<table border="1"> <thead> <tr> <th>Theory</th><th>Problem Analysis</th><th>Solution Design</th><th>Social and Ethical Issues</th></tr> </thead> <tbody> <tr> <td data-bbox="682 1564 763 1596">70</td><td data-bbox="788 1564 869 1596">10</td><td data-bbox="894 1564 975 1596">10</td><td data-bbox="1310 1564 1392 1596">10</td></tr> </tbody> </table>	Theory	Problem Analysis	Solution Design	Social and Ethical Issues	70	10	10	10																						
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<b>Oral and Written Communications</b> Every student is required to submit at least <u>1</u> written reports of typically <u>20</u> pages and to make <u>1</u> oral presentations of typically <u>20</u> minute's duration. Include only material that is graded for grammar, spelling, style, and so forth, as well as for technical content, completeness, and accuracy.																															



National Computing Education Accreditation Council

NCEAC



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Instructor Name Mr. Behraj Khan

Instructor Signature \_\_\_\_\_

Date \_\_\_\_\_



Flex     Search..

Semester Operations     Faculty Operations

Set Marks Distribution     Karachi     Spring 2019     CS422-Human Computer Interaction     GR1

Manage Evaluations     Please select Eval Type     Add New +

Note: To Remove Evaluation Insert Zero

Sr#	Evaluation Name	Weightage	Range
1	Class Participation	5	Range: 0 to 10
2	Sessional-I	12.5	Range: 10 to 20
3	Sessional-II	12.5	Range: 10 to 20
4	Project	20	Range: 0 to 25
5	Final Exam	50	Range: 40 to 60

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