

CSE4015	HUMAN COMPUTER INTERACTION	L	T	P	J	C
		3	0	0	4	4
Pre-requisite	Nil	Syllabus version				
Anti Requisite	ITE1014	1.0				
Course Objectives:						
<div>1. To provide the basic knowledge on the levels of interaction, design models, techniques and validations focusing on the different aspects of human-computer interface and interactions</div> <div>2. To make the learners to think in design perspective and to evaluate interactive design</div> <div>3. To use the concepts and principles of HCI to analyze and propose solution for real life applications</div> <div>4. To become familiar with recent technology trends and challenges in HCI domain</div>						
Expected Course Outcome:						
<div>1. Enumerate the basic concepts of human, computer interactions</div> <div>2. Create the processes of human computer interaction life cycle</div> <div>3. Analyze and design the various interaction design models</div> <div>4. Apply the interface design standards/guidelines for evaluating the developed interactions</div> <div>5. Establish the different levels of communication across the application stakeholders</div> <div>6. Apply product usability evaluations and testing methods</div> <div>7. Demonstrate the principles of human computer interactions through the prototype modelling</div>						
Student Learning Outcomes (SLO):		5, 8, 17				
Module:1	HCI FOUNDATIONS	6 hours				
Input–output channels, Human memory, Thinking: reasoning and problem solving, Emotion, Individual differences, Psychology and the design of interactive systems, Text entry devices, Positioning, pointing and drawing, Display devices, Devices for virtual reality and 3D interaction, Physical controls, sensors and special devices, Paper: printing and scanning						
Module:2	DESIGNING INTERACTION	6 hours				
Overview of Interaction Design Models, Discovery - Framework, Collection - Observation, Elicitation, Interpretation - Task Analysis, Storyboarding, Use Cases, Primary Stakeholder Profiles, Project Management Document						
Module:3	INTERACTION DESIGN MODELS	8 hours				
Model Human Processor - Working Memory, Long-Term Memory, Processor Timing, Keyboard Level Model - Operators, Encoding Methods, Heuristics for M Operator Placement, What the Keyboard Level Model Does Not Model, Application of the Keyboard Level Model, GOMS - CMN GOMS Analysis, Modeling Structure, State Transition Networks - Three-State Model, Glimpse Model, Physical Models, Fitts' Law						
Module:4	GUIDE LINES IN HCI	6 hours				
Shneiderman's eight golden rules, Norman's Seven principles, Norman's model of interaction, Nielsen's ten heuristics, Heuristic evaluation, contextual evaluation, Cognitive walk-through						
Module:5	COLLABORATION AND COMMUNICATION	5 hours				
Face-to-face Communication, Conversation, Text-based Communication, Group working, Dialog design notations, Diagrammatic notations, Textual dialog notations, Dialog semantics, Dialog analysis and design						
Module:6	HUMAN FACTORS AND SECURITY	6 hours				
Groupware, Meeting and decision support systems, Shared applications and artifacts, Frameworks for groupware Implementing synchronous groupware, Mixed, Augmented and Virtual Reality						
Module:7	VALIDATION AND ADVANCED CONCEPTS	6 hours				

Validations - Usability testing, Interface Testing, User Acceptance Testing			
Past and future of HCI: the past, present and future, perceptual interfaces, context-awareness and perception			
Module:8	RECENT TRENDS		2 hours
	Total Lecture hours:	45 hours	
Text Book(s)			
1.	A Dix, Janet Finlay, G D Abowd, R Beale., Human-Computer Interaction, 3rd Edition, Pearson Publishers,2008		
Reference Books			
1.	Shneiderman, Plaisant, Cohen and Jacobs, Designing the User Interface: Strategies for Effective Human Computer Interaction, 5th Edition, Pearson Publishers, 2010.		
2	Hans-Jorg Bullinger,” Human-Computer Interaction”, Lawrence Erlbaum Associates, Publishers		
3	Jakob Nielsen,” Advances in Human-computer Interaction”,Ablex Publishing Corporation		
4	Thomas S. Huang,” Real-Time Vision for Human-Computer Interaction”, Springer		
5	Preece et al, Human-Computer Interaction, Addison-Wesley, 1994		
Mode of Evaluation: CAT / Assignment / Quiz / FAT / Project / Seminar			
Recommended by Board of Studies		04-04-2014	
Approved by Academic Council		No. 37	Date 16-06-2015