

This course covers the basics of Human Computer Interaction (HCI). Particularly the design user interfaces based on the capabilities of computer technology and the needs of human factors. This course will also discuss some of the related fields where HCI has been drawn where the students design a user interface for a system and implement its prototype.

At the end of this course, you should be able to:

- a) Explain the vision, mission and core values of the university;
- b) Discuss the foundations of human computer interaction (HCI);
- c) Explain other fields that are related to HCI where it has been drawn and the current research in the field of HCI;
- d) Analyse the needs of human computer interaction (HCI) design;
- e) Describe various historic human computer interaction (HCI) paradigms;
- f) Evaluate the programming tools, windowing system, interaction toolkits, and user interface management systems;
- g) Apply an interactive design process and universal design principles to designing HCI systems; and
- h) Develop the virtue of patience, love of God, prudence, commitment, accountability, responsiveness, excellence, integrity, leadership and self-discipline in their daily endeavours and in future occupations.

ILOILO SCIENCE AND TECHNOLOGY UNIVERSITY			
Iloilo City Campus			
College of Art and Sciences – Computer Department			
ICT 116 - HUMAN COMPUTER INTERACTION 1			COURSE GUIDE
Units: 3	Prerequisite: CS 12, Soc Sci 1, ICT 40 (Co – requisite)	Semester: 1 st , AY 2020-2021	josie.calfodoro@isatu.edu.ph