

**COURSE INFORMATION**

1.	<b>Name of Course</b>		Human Computer Interaction												
2.	<b>Course Code</b>		TIS2351												
3.	<b>Type of Course</b> (e.g. : Core, major, elective etc.)		Specialization												
4.	<b>Synopsis</b>		Human Computer Interaction concerns with broader scope of issues, topics, and methods with focus on the diversity of design and evaluation process involved.												
5.	<b>Version</b> (State the date of the Senate's approval - previous and the current approval date)		Current: January 2018 Previous: June 2016												
6.	<b>Name(s) of Academic Staff</b>		Lim Tek Yong Nor'ain binti Mohd Yusoff												
7.	<b>Semester and Year Offered</b>		Trimester 1 (Delta)												
8.	<b>Credit Value</b>		3												
9.	<b>Pre-Requisite</b>		Nil												
10.	<b>Objective of the course in the programme:</b> To introduce the concept of Human-Computer Interaction (HCI), interaction design methodologies, systematic methodologies for evaluating user interface and advanced issues in HCI.														
11.	<b>Justification for including the course in the programme:</b> To provide students with user-centered design skills required to create usable interfaces with any technology.														
12.	<b>Course Learning Outcomes (CLO)</b>		<b>Domain</b>	<b>Level</b>											
	CLO1: Discuss the concepts of Human-Computer Interaction		Cognitive	2											
	CLO2: Explain the process of interaction design		Cognitive	2											
	CLO3: Apply Human-Computer Interaction concepts to develop usable systems		Cognitive	3											
	CLO4:														
13.	<b>Mapping of the Course Learning Outcomes to the Programme Learning Outcomes, Teaching Methods and Assessment:</b>														
	<b>Course Learning Outcomes (CLO)</b> (Must tally with CLOs in item 12)	<b>Programme Learning Outcomes (PLO)</b>												<b>Teaching Methods</b>	<b>Assessment Method</b>
		PLO1	PLO2	PLO3	PLO4	PLO5	PLO6	PLO7	PLO8	PLO9	PLO10	PLO11	PLO12		
	CLO1							✓						Lecture/Practical	Project/Mid Term Test/Final Exam
	CLO2							✓						Lecture/Practical	Project/Mid Term Test/Final Exam
	CLO3								✓					Lecture/Practical	Project/Mid Term Test/Final Exam
	CLO4														
	<b>Total</b>							2	1					Indicate the relevancy between the CLO and PLO by ticking "✓" the appropriate relevant box (This description must be read together with standards 2.1.2, 2.2.1, and 2.2.2 in Area 2 – pages 16 & 18 of COPPA 2.0)	
14.	<b>Transferable Skills:</b> The core skills that can be transferred to the students are able to lead an Interactive Systems projects, able to delegate task to the team members, and able to conduct research in the field														
15.	<b>Distribution of Student Learning Time (SLT)</b>														
	<b>Course Content Outline</b>	<b>**CLO</b>	<b>Teaching and Learning Activities</b>				<b>Guided Learning (NF2F)*</b>	<b>Independent Learning (NF2F)*</b>	<b>Total SLT</b>						
			<b>Guided Learning (F2F)*</b>												
			*L	*T	*P	*O									
	<b>1 Introduction to Human Computer Interaction</b> Introduction to good and poor design, interaction design, goals of interaction design and usability principles.	1	2		2			4	8						
	<b>2 Understanding and Conceptualising Interaction</b> Problem space, conceptual model, interface metaphors, interaction paradigms.	1	2		2			4	8						
	<b>3 Understanding Users and Effects of Interface to Users</b> Cognition process, framework for cognition, mental model, information processing, psychology aspects of the user, affective aspects, expressive interface, user frustration, virtual characters (agents).	1	4		2		4	6	16						
	<b>4 Process of Interaction Design</b> Interaction design activities and process, identify user needs and requirements, alternative design, lifecycle models for interactive design and HCI, task description and analysis, interaction methods prototyping based on user centered approaches to interaction design, evaluation framework, paradigm and techniques, testing and modelling users.	2	16		14		4	30	64						
	<b>5 Designing for Collaboration and Communication.</b> Social mechanism in communication and collaboration, computer supported collaborative work, groupware, designing collaborative technologies.	2	2		2			4	8						

6	Advanced Issues in HCI Biometrics in HCI, ubiquitous computing and HCI, intelligent user interface, assistive technology, interaction in the virtual world, information retrievals, hypertext	1	2	0	4	2	8
		Total SLT					
		112					
		SUMMATIVE ASSESSMENT					
		1. Continuous Assessment		Percentage %		Total SLT	
		Project		40%		24	
		Mid Term Test		20%		4	
		Total SLT for Continuous Assessment				28	
		2. Final Assessment		Percentage %		Total SLT	
Final Exam		40%		F2F	ILT		
				2	18		
Total SLT for Final Assessment (F2F + NF2F)				20			
Grand Total		100%		160			
**Indicate the CLO based on the CLO's numbering in Item 12.							
*L= Lecture, *T= Tutorial, *P= Practical, *O= Others, F2F*= Face to Face, NF2F*= Non Face to Face							
16	Identify Special Requirement to Deliver the Course (e.g., software, nursery, computer lab, simulation room): Online design and prototyping software						
17	Main References: Jennifer Preece, Yvonne Rogers, and Helen Sharp, Interaction Design: Beyond Human-Computer Interaction, 3rd Ed., John Wiley, 2011.						
18	Additional References: Scott MacKenzie, Human-Computer Interaction: An Empirical Research Perspective, Morgan Kaufmann, 2013. Julie A. Jacko, The Human-Computer Interaction Handbook. 3rd Ed., CRC Press, 2012.						