


**INTI INTERNATIONAL UNIVERSITY
COURSE STRUCTURE**

PROGRAMME: DIPLOMA IN INFORMATION AND COMMUNICATION

1.	NAME OF COURSE/MODULE: INTRODUCTION TO HUMAN COMPUTER INTERACTION																				
2.	COURSE CODE: ICT1107																				
3.	RATIONALE FOR THE INCLUSION OF THE COURSE/MODULE IN THE PROGRAMME: This course is a core component of DICT to introduce common design issues and problems in HCI.																				
4.	STUDENT LEARNING TIME (SLT)	Total Face to Face					Total Student Independent Learning Time														
		L	T	P	O	A	OL	IL													
	L = Lecture T = Tutorial P = Practical O= Others A= Assessment OL=Online Learning IL= Independent Learning	28	14			4	14	100													
5.	CREDIT VALUE: 4																				
6.	PREREQUISITE (if any): None																				
7.	LEARNING OUTCOMES: On completion of the course, students will be able to: <ol style="list-style-type: none">1. Describe the mental and behavioral characteristics of users based on human memory, conceptual model and user with special needs.2. Illustrate how to emotional interaction and different interfaces can benefit society when employed in ubiquitous computing.3. Analyze and present the interfaces and interactions of various applications and design based on Shneiderman’s Eight Golden Rules and Don Norman’s Design Principles, in groups.4. Compare and report evaluation techniques such as questionnaires, observations and interviews in relation to the context, user background and Jacob Nielson’s Heuristics Evaluation.																				
8.	SYNOPSIS: This module serves as an introduction to the range of technologies available nowadays and basic HCI principles. Its major aim is to provide students with an appreciation of the variety tools and technologies available, provide some basic skills in understanding human beings and the relation to the technology. This course will also introduce students to the use of the available technologies as a medium for co-operative working.																				
9.	MODE OF DELIVERY: Lectures are conducted face-to-face. Tutorials and small group discussion are conducted both face-to-face and online.																				
10.	ASSESSMENT METHODS AND TYPES: <table><tr><th>Method</th><th>Types</th><th>Weightage (%)</th></tr><tr><td rowspan="4">Continuous Assessment</td><td>Assignment</td><td>30</td></tr><tr><td>Test</td><td>10</td></tr><tr><td>Online Quiz/ Discussion Forum/ Blog / Wiki/ Reflective Journal</td><td>20</td></tr><tr><td>Summative Assessment</td><td>Final Examination</td><td>40</td></tr></table>								Method	Types	Weightage (%)	Continuous Assessment	Assignment	30	Test	10	Online Quiz/ Discussion Forum/ Blog / Wiki/ Reflective Journal	20	Summative Assessment	Final Examination	40
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11. CONTENT OUTLINE OF THE COURSE/MODULE AND THE SLT PER TOPIC:

Sessions	Topics	LO	L	T	P	OL	Total		
							O	A	IL
1-2	Interaction Design Introduction, Good and Poor Design, What is Interaction Design, The User Experience, The Process of Interaction Design, Interaction Design and the User Experience	1	2	1		1			
3-5	Understanding and Conceptualizing Interaction Introduction, Understanding the Problem Space and Conceptualizing Design, Conceptual Models, Interface Metaphors, Interaction Types, Paradigms, Theories, Models and Frameworks	1	3	1		2			
6-7	Cognitive Aspect Introduction, What is Cognition and Cognitive Frameworks	1	2	1		1			
8-12	Design Principles Ben Shneiderman's Eight Golden Rules of Interface Design, Design Principles, Design of Everyday Things, Don Norman's Design Principles, Putting it all together in a Conceptual Model	3	5	3		2			
13-15	Emotional Interaction Introduction, Emotions and the User Experience, Expressive Interfaces, Frustrating Interfaces, Persuasive Technologies and Behavioural Change, Anthropomorphism and Zoomorphism and Models of Emotion	2	3	2		3			
16-18	Interfaces Introduction, Interface types, Natural User Interfaces, Which interface.	2	3	1		2			
19-21	Data Gathering Introduction, Five key issues, Data recording, Interviews, Questionnaires, Observation, Choosing and combining techniques	4	3	2		1			
22-25	The Process of Interaction Design Introduction, What is involved in interaction design, Some practical issues	2	4	1		1			
26-28	Introducing Evaluation Introduction, The why, what, where and when of evaluation, Types of evaluation	4	3	2		1			
	TOTAL		28	14		14		4	100

Lecture (L), Tutorial (T), Practical (P), Others(O), Assessment (A), Online learning (OL); Independent Learning (IL); Learning Outcome (LO)

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12.	<p>MAIN REFERENCE(S) SUPPORTING COURSE:</p> <ul style="list-style-type: none"> Helen Sharp, Jenny Preece, Yvonne Rogers, (2011), <i>Interaction Design: Beyond Human Computer Interaction</i>, 3rd Edition, Wiley. Don Norman (2013), <i>The Design of Everyday Things: Revised and Expanded Edition</i>, Basic Books <p>ADDITIONAL REFERENCES (at least 2):</p> <ul style="list-style-type: none"> Shneiderman, B., Plaisant, C., Cohen, M., and Jacobs, S., (2013), <i>Designing the User Interface: Pearson New International Edition: Strategies for Effective Human-Computer Interaction</i>, 5th Edition, Pearson. Allanwood, G. and Beare, P., (2014), <i>Basics Interactive Design: User Experience Design: Creating designs users really love</i>, 1st Edition, Fairchild Books. Adrian Mendoza, (2013), <i>Mobile User Experience: Patterns to Make Sense of it All</i>, Morgan Kaufmann.
13.	<p>OTHER ADDITIONAL INFORMATION (if any):</p> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <p>Final Examination Format Duration: 2 hours Section A: Answer TWO compulsory questions. Section B: Answer any TWO out of THREE questions. All questions carry equal marks.</p> </div> <div style="border: 1px solid black; padding: 5px; margin: 5px 0;"> <p>Grading Scale A+ (90-100), A (80-89), A- (75-79), B+ (70-74), B (65-69), B- (60-64), C+ (55-59), C (50-54), C- (45-49), D (40-44), F (0-39). Resit Pass (50-100), Resit Fail (0-49).</p> </div> <p>Important Note: A student who obtains a grade C- (45 -49 marks) in a 100% coursework module is required to resubmit the coursework component determined by the lecturer and ascertained at the Exam Board. Resubmission marks will be capped at a maximum of 50 marks or a grade C.</p> <p>A passing mark can only be achieved when the student attempts both the coursework and final exams.</p>

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