COSC368: Humans and Computers

The course provides an introduction to Human-Computer Interaction (HCI). HCI is concerned with understanding, designing, implementing and evaluating user-interfaces so that they better support users in carrying out their tasks. On completing the course you will have knowledge of the theoretical foundations of designing for interaction between humans and computers. You will also have practical experience in implementing and evaluating graphical user interfaces.

Jordan Pyott

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Contents

Humans and Computers

Course Information

Lecturers Details

- Lecturer: Andy Cockburn
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- Tutors:
  - Katia De Lu:
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  - Stewart Dowding:
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		LECTURES	LABS
Week	**Beginning**		
1	19-July	Introduction to HCI	Lab 1: Python/TkInter refresher
2	26-July	Models of interaction	Lab 2: Python/TkInter: Keyboard GUI
3	2-Aug	The Human – senses	Lab 3: Python/TkInter: Canvas & Fitts law GUI
4	9-Aug	The Human – performance and phenomena	Lab 4: Fitts' law experiment and analysis
5	16-Aug	Interface Design – Iteration	Lab 5: Sketching Designs
6	23-Aug	Interface Design – Task Centred System Design	Assignment help
	30-Aug		
	6-Sept		
7	13-Sept	Interface Design – Heuristics	Lab 6: Visual search, decision, skill development
8	20-Sept	Interface Design – Heuristics II	Lab 7: Performance prediction
9	27-Sept	Interface Design – Graphical design	Lab 8: Heuristic evaluation
10	4-Oct	Interface Evaluation & Empirical Methods	Lab 9: Experimental data analysis
11	11-Oct	Interface Evaluation & Empirical Methods 2	Assignment help
12	18-Oct	Overflow and UI Intellectual Property	

Figure 1: Course Schedule

Assessment Structure

- Labs (9%)
  - 1% per lab

- Usability analysis and storyboard (25%)
  - Wed 22nd September 5:00 pm
- Design Specification and Rationale (15%)
  - Wed 20th October 5:00 pm
- Exam (51%)
  - TBA

Lectures