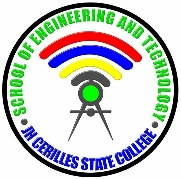
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**SCHOOL OF ENGINEERING AND TECHNOLOGY**

Bachelor of Science in Information Technology

**COURSE SYLLABUS**

**REPUBLIC OF THE PHILIPPINES**

**J.H. CERILLES STATE COLLEGE**

**MAIN CAMPUS**

**J.H**

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| **COURSE NUMBER** | **IT 209** | **COURSE TITLE** | **Human Computer Interaction 2** | | **TERM** | **1st SEMESTER. AY 2020-2021** |
| **COURSE CREDITS** | **3** | **COURSE TYPE** | LABORATORY and LECTURE | **PRE-REQUISITE** | IT 105 | |
| **CONTACT HOURS PER WEEK** | | 5 HRS | | **PRE-REQUISITE/CO-REQUISITE TO** | NONE | |
| **JHCSC VISION** | | Leading higher education institution serving the ASEAN community with quality, innovative and culture-sensitive programs. | | | | |
| **JHCSC MISSION** | | * Provide need-based tertiary and advanced programs in Agriculture, Education and allied ﬁelds; * Undertake applied research, extension and production services that yield workable and durable solutions to sector speciﬁc challenges, thus improving the socio-economic well - being of identified communities. | | | | |
| **SET GOAL** | | The School of engineering and Technology aims to produce competent professionals equipped with technical skills that meets the demands of the ASEAN community. | | | | |
| **SET OBJECTIVES** | |  | | | | |

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| **BSIT PROGRAM OUTCOMES** | |
| **GRADUATES ATTRIBUTES** | **GRADUATES OUTCOMES** |
| Conversationalist | Exhibit ingenuous craftsmanship in all forms of communication with diverse clients in the IT industry |
| Interact effectively with the computing society through logical writing, presentations, and clear instructions |
| Utilizes gender fair language in expressing one’s idea in generating effective IT development plan |
| Diversified IT Individual | Analyze the GLOCAL impact of computing information technology on diverse individuals, organizations, and society |
| Evaluate professional, ethical, legal, security and social issues and responsibilities in the utilization of information technology |
| Display professional commitment to ethical practices considering the varied cultures in the community |
| Techno-conservationist | Engage into IT-based research activities in pursuit of new knowledge and understanding the environment and nature. |
| Generate computing researches aligned to diverse discipline areas of investigation of providing effective technology solutions and ingenuity. |
| Promote innovative ideas resilient to the changing environments and emerging technologies |
| Modern Problem Solver | Analyze complex problems in identifying and defining the computing requirements appropriate to its solution |
| Implement computer-based systems and processes to meet desired organizational needs and requirements in different perspective |
| Integrate appropriate strategies and techniques that uses quality assurance framework in designing solution |

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| **COURSE DESCRIPTION:**  This course requires students to develop a mind-set that recognizes the importance of users and organizational contexts. Students must employ user-centered methodologies in the development, evaluation and deployment of IT applications and systems. This requires graduates to develop knowledge of HCI, including but not limited to such areas as user and task analysis, human factors, ergonomics, accessibility standards, and cognitive psychology. | | | |  |
| **COURSE LEARNING OUTCOMES:** | | | |  |
|  | **GRADUATE OUTCOMES** | | **INDICATORS** | **DUE DATE** |
| Conversationalist (K) | * Exhibit ingenuous craftsmanship in all forms of communication with diverse clients in the IT industry. * Interact effectively with the computing society through logical writing, presentation and clear instructions. * Utilizes gender fair language in expressing one’s idea in generating effective IT development plan. | | 1. Project Development Schedule 2. Project Proposal 3. Project Manuscript 4. 25% of System Development | 1. 2nd Week 2. Midterm 3. Final 4. Final |
| Modern Problem Solver (S) | * Analyze complex problems in identifying and defining the computing requirements appropriate to its solution. * Implement computer-based systems and processes to meet desired organizational needs and requirements in different perspective.   Integrate appropriate strategies and techniques that uses quality assurance framework in designing solution | |
| Techno-conservationist (A) | * Engage into IT-based research activities in pursuit of new knowledge and understanding the environment and nature. * Generate computing researches aligned to diverse discipline areas of investigation of providing effective technology solutions and ingenuity.   Promote innovative ideas resilient to the changing environments and emerging technologies | |
| **COURSE REQUIREMENTS:** | | | | |
| ***A. Grading System:*** | | | | |
| Online Assessment:  Quizzes 40%  Assignments / Participation 20%  Exam 40%  Total 100% | | Face to Face Assessment:  Lab. Activities/Class Participation 40%  Assignment/Projects 20%  Major Examination 40%  Total 100% | | |
| ***B. Classroom Policies:*** | | | | |
| In order to pass this course, a student must be able to obtain a rating of at least 2.75 derived from the following fulfilled requirements:  A. Online:  1. Students are required to provide their own laptop/mobile gadgets with connectivity.  2. Attendance in every online class and online activities are required.  3. Students must be attentive for class instructions so as to maintain the online class in order.  4. Students must follow the submission schedule of required output to avoid completion issues.  5. Students must coordinate with the instructor for any clarifications via exclusive online platforms.  7. Class Assessments such as Quizzes and Exams shall be given via exclusive platforms.  B. Face to face:  1. Students must come to school by batch based on a given schedule.  2. Students must strictly follow SAFETY PROTOCOLS.  3. Students must follow the submission schedule of required output to avoid completion issues.  *Rubrics for the following requirements will be made available/will be sent thru individual e-mail.* | | | | |
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| **WEEK/NOMINAL DURATION/OUTCOME** | **COURSE CONTENT/SUBJECT MATTER/TOPIC/OBJECTIVES** | **TEACHING & LEARNING MODALITIES**  **(ACTIVITIES/ASSESSMENT)** | |
|  |  | **ONLINE** | **FACE TO FACE** |
| **MIDTERM:**  WEEK 1 | ACCESSIBILITY   * Biometrics | * Online discussion and assessment via exclusive online platforms * Online submission of assignments and reports | SUPPLEMENTAL discussions and clarifications on the given topics   * 1st batch of students on the first session of the week * 2nd batch of students on the second session of the week |
| WEEK 2 | * Repetitive Stress Syndrome | * Online discussion and assessment via exclusive online platforms * Online submission of assignments and reports | SUPPLEMENTAL discussions and clarifications on the given topics   * 1st batch of students on the first session of the week * 2nd batch of students on the second session of the week |
| WEEK 3 | * Accessibility Guidelines and Regulations | * Online discussion and assessment via exclusive online platforms * Online submission of assignments and reports | SUPPLEMENTAL discussions and clarifications on the given topics   * 1st batch of students on the first session of the week * 2nd batch of students on the second session of the week |
| WEEK 4 | EMERGING TECHNOLOGIES   * Alternative Inputs/Outputs Devices * Alternative Displays | * Online discussion and assessment via exclusive online platforms * Online submission of assignments and reports | SUPPLEMENTAL discussions and clarifications on the given topics   * 1st batch of students on the first session of the week * 2nd batch of students on the second session of the week |
| WEEK 5 | * Mobile Computing | * Online discussion and assessment via exclusive online platforms * Online submission of assignments and reports | SUPPLEMENTAL discussions and clarifications on the given topics   * 1st batch of students on the first session of the week * 2nd batch of students on the second session of the week |
| WEEK 6 | * Wearable Computing | * Online discussion and assessment via exclusive online platforms * Online submission of assignments and reports | SUPPLEMENTAL discussions and clarifications on the given topics   * 1st batch of students on the first session of the week * 2nd batch of students on the second session of the week |
| WEEK 7 | * Virtual Reality Systems | * Online discussion and assessment via exclusive online platforms * Online submission of assignments and reports | SUPPLEMENTAL discussions and clarifications on the given topics   * 1st batch of students on the first session of the week * 2nd batch of students on the second session of the week |
| WEEK 8 | * Pervasive Computing | * Online discussion and assessment via exclusive online platforms * Online submission of assignments and reports | SUPPLEMENTAL discussions and clarifications on the given topics   * 1st batch of students on the first session of the week * 2nd batch of students on the second session of the week |
| WEEK 9 | * Sensor-nets | * Online Submission of the course requirement for Midterm | * Presentation of the course requirement for Midterm |
| **FINAL:**  WEEK 10 | HUMAN-CENTERED COMPUTING   * Human-centered Design Methods | * Online discussion and assessment via exclusive online platforms * Online submission of assignments and reports | SUPPLEMENTAL discussions and clarifications on the given topics   * 1st batch of students on the first session of the week * 2nd batch of students on the second session of the week |
| WEEK 11 | * Software Development Lifecycle | * Online discussion and assessment via exclusive online platforms * Online submission of assignments and reports | SUPPLEMENTAL discussions and clarifications on the given topics   * 1st batch of students on the first session of the week * 2nd batch of students on the second session of the week |
| WEEK 12 | * User analysis – profiles, personas | * Online discussion and assessment via exclusive online platforms * Online submission of assignments and reports | SUPPLEMENTAL discussions and clarifications on the given topics   * 1st batch of students on the first session of the week * 2nd batch of students on the second session of the week |
| WEEK 13 | * Social Computing | * Online discussion and assessment via exclusive online platforms * Online submission of assignments and reports | SUPPLEMENTAL discussions and clarifications on the given topics   * 1st batch of students on the first session of the week * 2nd batch of students on the second session of the week |
| WEEK 14 | * Task Analysis | * Online discussion and assessment via exclusive online platforms * Online submission of assignments and reports | SUPPLEMENTAL discussions and clarifications on the given topics   * 1st batch of students on the first session of the week * 2nd batch of students on the second session of the week |
| WEEK 15 | * Task Analysis:   Scenarios | * Online discussion and assessment via exclusive online platforms * Online submission of assignments and reports | SUPPLEMENTAL discussions and clarifications on the given topics   * 1st batch of students on the first session of the week * 2nd batch of students on the second session of the week |
| WEEK 16 | * Task Analysis:   USE CASES | * Online discussion and assessment via exclusive online platforms * Online submission of assignments and reports | SUPPLEMENTAL discussions and clarifications on the given topics   * 1st batch of students on the first session of the week * 2nd batch of students on the second session of the week |
| WEEK 17 | * FINAL PRESENTATION of Course Requirement | Online submission of the course requirement for FINAL | First Batch  FINAL Presentation of the course requirement |
| WEEK 18 | * FINAL PRESENTATION of Course Requirement | Second Batch  FINAL Presentation of the course requirement |

**References:**

Lunt, B.M., et al, 2008, Curriculum Guidelines for Undergraduate Degree Programs in Information Technology, Association for Computing Machinery, IEEE Computer Society

<https://www.inf.ed.ac.uk/teaching/courses/hci/1718/lects/Lecture20_accessability.pdf>

<https://www.researchgate.net/publication/238690863_Human-Computer_Interaction_Design_for_Emerging_Technologies_Virtual_Reality_Augmented_Reality_and_Mobile_Computer_Systems>

<https://www.fastcompany.com/3059848/8-incredible-prototypes-that-show-the-future-of-human-computer-interaction>

<https://www.inf.uni-hamburg.de/en/research/hcc.html>

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| **Date Revised:**  **Date Prepared:**  **June 2020** | **Prepared:**  **MARVIN C. MEJORADA**  Instructor  **SHINIE KIE R. AVILA**  Instructor | **Reviewed:**  **CYRUS CADALLO**  Program In-Charge | **Recommending Approval:**  **ELSIE S. YBAÑEZ, MSIT**  SET Dean | **Approved:**  **LINA T. CODILLA, PhD**  VPAA |

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| Date Shown: | Shown by: | Shown to: | | |
| \_\_\_\_\_ 2020 | **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  Position | -----------------------------------------------  Student | -----------------------------------------------  Student | -----------------------------------------------  Student |