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| **${college\_description}**  ${department\_name} | | **Syllabus**  Course Title: **${course\_title}**  Course Code: **${course\_code}**  Credits:${course\_credit\_unit} units (${course\_unit\_lec} hours Lecture, ${course\_unit\_lab} hrs Laboratory) |
| **USTP Vision**    A nationally-recognized Science and Technology (S&T) university providing the vital link between education and the economy  **USTP Mission**  Bring the world of work (industry) into the actual higher education and training of the students;  Offer entrepreneurs of the opportunity to maximize their business potentials through a gamut of services from product conceptualization to commercialization;  - Contribute significantly to the national development goals of food security and energy sufficiency through technology solutions.    Program Educational Objectives:  1. Graduates are proficient in the IT field and able to engage constantly in technological and professional advancement by pursuing a higher academic level and practicing quality improvement in their career and personal lives.  2. Graduates are competent in generating new ideas and innovations in Information Technology with more emphasis on technopreneurship, management, IT solutions and the likes through research collaborations.  3. Graduates are practicing professionals in the field of Information Technology who can contribute significantly to human development, socio-economic transformation, and patriotic initiatives.  Program Outcomes:  a. Apply knowledge of computing, science, and mathematics in solving computing/IT-related problems through critical and creative thinking;  b. Use current best practices and standards in solving complex computing/IT-related problems and requirements;  c. Analyze complex computing/IT-related problems by applying analytical and quantitative reasoning; and define the computing requirements appropriate to its solution;  d. Identify and analyze user needs and take them into account in the selection, creation, evaluation and administration of computer based systems;  e. Design creatively, implement and evaluate different computer-based systems, processes, components, or programs to meet desired needs and requirements under various constraints;  f. Integrate effectively the IT-based solutions into the user environment with appropriate consideration for public health and safety, cultural, societal, and environmental concerns;  g. Select, adapt and apply appropriate techniques, resources, skills, and modern computing tools to complex computing activities, with an understanding of the limitations;  h. Function effectively as individual, or work collaboratively and respectfully as a member or leader in diverse development teams and in multidisciplinary and/or multicultural settings;  i. Assist in the creation of an effective IT project plan;  j. Communicate effectively in both oral and in written form by being able to deliver and comprehend instructions clearly; and present persuasively to diverse audience the complex computing / IT-related ideas and perspectives;  k. Assess local and global impact of computing information technology on individuals, organizations, and society;  l. Act in recognition of professional, ethical, legal, security and social responsibilities in the utilization of information technology;  m. Recognize the need to engage in independent learning and be at pace with the latest developments in a specialized field in IT, with emphasis on Database Management and Information System; Network Design and Administration; and Computer Vision and Image processing for continual development as a computing professional;  n. Participate in generation of new knowledge; or in research and development projects aligned to local and national development agenda or goals with the end view of contributing to the local and national economy; and  o. Preserve and Promote “Filipino historical and cultural heritage”. | |  |  | | --- | --- | | Semester/Year: 1st Semester S.Y 2023-2024  Class Schedule: "2R1 M 1:30 PM - 4:30 PM / F 1:00 PM - 3:00 PM  2R3 W 1:30 PM - 4:30 PM / F 3:00 PM - 5:00 PM  2R5 T 1:30 PM - 4:30 PM / Th 4:30 PM - 6:30 PM  2R7 Th 1:30 PM - 4:30 PM / F 11:00 AM - 1:00 PM  Bldg./Rm. No. ICT Building / Zoom | Prerequisite(s): none | | Instructor: Loredel B. Tamayo  Email: loredel.tamayo@ustp.edu.ph  Mobile No.: "(088) 856 1739 local 153  " | Consultation Schedule: MT 5:00 PM – 6:00 PM  Bldg.Rm. No.: Zoom  Office Phone No./Local: "(088) 856 1739 local 153  " | | This course will provide an introduction to the field of Hum an Computer Interaction and will introduce students to behavioural research methods and techniques used in usability testing. The course will give students the essential theoretical background to approaches, methods and techniques followed by practical experience in conducting usability studies for interactive systems. Moreover, students will create simple prototypes that demonstrate the interactivity of user interfaces, web applications and other interactive systems. | | |  |  | | |