

e D

TUNKU ABDUL RAHMAN UNIVERSITY COLLEGE COURSE FILE DOCUMENTS

FORM B: COURSE PLAN (To be uploaded in Google Classroom for students)

Faculty/Centre:	FOCS	Course Coordinator:	Aw k	(ien Sin								
Campus:	KL	Other Tutors and Lecturers:	Lai Jo	Lai Joo Choi, Aw Kien Sin		_						
Course Code & Course Title:	BAIT2203 Human Computer Interaction	Moderator(s):	Lee Seah Fang		_							
Programme(s):	RSD2,RSF1,RSF3	Examiner(s):	same	same as course coordinator		_						
Credit Hours:	3	Contact hrs/sem:	L	28 T	14	Р	14		O/B	0		_
Session:	202005	Course Weighting:	cw	50	%	-	PR	0	%	EX	50	%
Academic Year:	2020/21	Passing Threshold	CW	50	%		PR	0	%	EX	40	%
					_		_		_	_		_

Week		Topics	Reference Materials (Books/Titles, Journals, Web articles, etc)	Remarks
	Lecture	Chapter 1: Introduction to HCI	1. Shneiderman, B., et al. 2018. Designing the user interface: strategies for effective human-computer interaction. Boston, MA: Pearson. 2 2. Preece, J. et al. 2015. Interaction Design: Beyond	
1	Tutorial	HCI Tutorial Briefing		
	Practical	Assignment briefing and forming groups		
	Lecture	Chapter 2: User Analysis & Task Analysis	(same as above)	
2	Tutorial	Tutorial 1		
	Practical	Proposal		
	Lecture	Chapter 3: User -Physical Capabilities	(same as above)	



Week		Topics	Reference Materials (Books/Titles, Journals, Web articles, etc)	Remarks
3	Tutorial	Tutorial 2		
	Practical	Users analysis with Personas.		
	Lecture	Chapter 4: User- Mental Capability	(same as above)	
4	Tutorial	Tutorial 3		
	Practical	Task analysis with Hierarchical Task Analysis (HTA). Proposal Submission		
	Lecture	Chapter 4: User- Mental Capability (cont.)	(same as above)	
5	Tutorial	Tutorial 4		
	Practical	Preliminary design with Storyboard		
	Lecture	Chapter 5: UI Design Guidelines and principles	(same as above)	
6	Tutorial	Tutorial 5		



Week		Topics	Reference Materials (Books/Titles, Journals, Web articles, etc)	Remarks
	Practical	Preliminary design with Storyboard (cont.) Analysis Report Submission.		
	Lecture	E-Test		
7	Tutorial	Tutorial 6		
	Practical	Prototyping		
	Lecture	Chapter 6: The Computer & Interaction styles	(same as above)	
8	Tutorial	Tutorial 7		
	Practical	Prototyping		
	Lecture	Chapter 6: The Computer & Interaction Styles (cont.)	(same as above)	
9	Tutorial	Tutorial 8		
	Practical	Test task writing Design & Prototyping Report Submission		

Week		Topics	Reference Materials (Books/Titles, Journals, Web articles, etc)	Remarks
	Lecture	Chapter 7: Prototyping	(same as above)	
10	Tutorial	Tutorial 9		
	Practical	Heuristic Evaluation & Usability Testing		



Week		Topics	Reference Materials (Books/Titles, Journals, Web articles, etc)	Remarks
	Lecture	Chapter 8: Evaluation	(same as above)	
11	Tutorial	Tutorial 10		
	Practical	Presentation Evaluation Report Submission		
	Lecture	Chapter 9: Evaluation (Expert Analysis)	(same as above)	
12	Tutorial	Tutorial 11		
	Practical	Presentation		
	Lecture	Chapter 10: Usability Measurement	(same as above)	
13	Tutorial	Tutorial 11		
	Practical	Presentation		
	Lecture	Chapter 10: Ergonomics, Health & Safety	(same as above)	



Form B Effective May 2020

Week		Topics	Reference Materials (Books/Titles, Journals, Web articles, etc)	Remarks
14	Tutorial	Tutorial 11		
	Practical	Assignment feedback		

^{*}Any changes made in the course plan must be recorded. For replacement of classes, please refer to the Replacement record kept in Central filing.

Continuous Assessment Type	Weighting	Week of Submisison
Assignmet	50	w4,6,9,11
E-Test	30	w7
Execersices	20	w2-w14

Prepared by Course Coordinator:

Approved by Course Leader/Programme Leader/Associate Dean / Head of Division:

(Signature)

Date: 3/6/2020 Notes:

(Signature)

Name: Choy Lai Fun

Date: 3.6.2020

1. Upon the approval by the Course Leader/ Programme Leader/ Associate Dean,/Head of Division Form B must be uploaded onto respective online classroom and distributed to the

- 2. Lecturers are advised to take into account the public holidays when planning the course plan.
- 3. Lecturers are advised to take into account the previous recommendation stated in Form J