1.	Name of Course :	Human Computer Interaction				
	Course Code :	BAIT2203				
2.	Synopsis :	This course is designed to introduce the principle concept of Human Computer Interaction and designing issues in Human Computer nterfaces. This course provides the opportunity for the students to learn techniques and methodology to develop good user interfaces for software based systems.				
3.	Name(s) of academic staff :	Refer to timetable				
4.	Semester and Year offered :	Semester		Year		Refer to programme structure
5.	Credit Value :	3				
6.	Prerequisite/co-requisite: (if any)	Nil				

7. Course Learning Outcomes (CLO) : At the end of the course the students will be able to:
(example) - explain the basic principles of immunisation (C2,PLO1)

CLO1	Use appropriate design and evaluation techniques required in the development of usable interfaces. (P4, PLO3)
CLO2	Evaluate the impact of good and bad interfaces on the usability of applications and the stakeholders. (C6, PLO2)
CLO3	Examine how different disciplines (human factors, cognitive psychology, workplace design, engineering, graphics design, etc.) influence the design of interactive systems. (C4, PLO2)

8. Mapping of the Course Learning Outcomes to the Programme Learning Outcomes, Teaching Methods and Assessment :

Course Learning Outcomes (CLO)	Programme Learning Outcomes (PLO)												Teaching Methods	Assessment
	PLO1	PLO2	PLO3	PLO4	PLO5	PLO6	PLO7	PLO8	PLO9	PLO10	PLO11	PLO12		
CLO 1			√										L,T,P,O, NF2F	Assignment
CLO 2		√											L,T,P,O, NF2F	Quiz
CLO 3		√											L,T,P,O, NF2F	Test, Examination

Indicate the relevancy between the CLO and PLO by ticking "/" the appropriate relevant box.

(This description must be read together with Standards 2.1.2 , 2.2.1 and 2.2.2 in Area 2 - pages 16 & 18)

9. Transferable Skills (if applicable)
(Skills learned in the course of study which can be useful and utilized in other settings)

1	Problem Solving and Scientific Skills;
2	
3	
4	
5	

10. **Distribution of Student Learning Time (SLT)**

Course Content Outline	CLO*	Teaching and Learning Activities						SLT
		Guided Learning (F2F)				Guided Learning (NF2F) eg: e-Learning	Independent Learning (NF2F)	
		L	T	P	O			
Introduction to HCI - Overview of the concept of HCI - Importance of interface design and overview on existing design techniques - User psychology towards Human-computer interfaces.	1,2,3	2	1	-	-	1	2	6
Human Factors - Introduction to human factors - Importance of understanding human factors in designing human computer interfaces	1,2,3	4	2	-	-	2	3	11
Socio-Technical System - User involvement in interface design and participation in work groups - Co-operations between users and systems designer - Users' representatives in system design teams	1,2,3	4	2	-	-	2	3	11
Interface design - Introduction to various screen design techniques - Data input techniques and output presentations - External factors to consider in interface design	1,2,3	4	2	-	-	2	3	11

	Workplace Design - Workplace design factors - Importance of workplace layout in user efficiency - Environmental factors	1,2,3	4	2	-	-	2	3	11
	The computer - Input devices - Output devices	1,2,3	4	2	-	-	2	3	11
	Evaluation and Testing - The important of evaluation - When and what to evaluate - Evaluation techniques	1,2,3	4	2	-	-	2	3	11
	Natural Language Processing - Introduction to natural language processing - Speech processing, synthesis and recognition - Usage of natural language in commercial systems - Problem in using natural language as man-machine media	1,2,3	2	1	-	-	1	2	6
	Practicals: ● Fundamental of HCI ● Human Process ● Social Technical System ● Interface Design ● Work Place Design ● The Computer ● Evaluation and Testing	1,2,3	-	-	14	-	-	-	14
									0
								Total	92

	Continuous Assessment	**Percentage (50%)**	**F2F**	**NF2F**	**SLT**
1	Test	30	2	2	4
2	Assignment	50	-	10	10
3	Quiz	20	-	6	6
4					0
5					0
6					0
7					0
				Total	20

	Final Assessment	**Percentage (50%)**	**F2F**	**NF2F**	**SLT**
1	Examination	100	2	6	8
2					0
3					0
4					0
5					0
				Total	8

****Please tick (√) if this course is Latihan Industri/ Clinical Placement/ Practicum/ WBL using 2-weeks, 1 credit formula**

GRAND TOTAL SLT **120**

L = Lecture, T = Tutorial, P= Practical, O= Others, F2F=Face to Face, NF2F=Non Face to Face

**Indicate the CLO based on the CLO's numbering in Item 8.*

11	Identify special requirement to deliver the course (e.g: software, nursery, computer lab, simulation room, etc)	Nil
12	References (include required and further readings, and should be the most current)	Main references supporting the course 1. Shneiderman, B., et al. 2018. Designing the User Interface : Strategies for Effective Human-Computer Interaction. Boston, MA : Pearson. 2. Sharp, H., Rogers, Y., Preece, J., 2019. Interaction Design: Beyond Human-Computer Interaction. 5th edn. Wiley. 3. Norman, K. L., Kirakowski, J., 2018. The Wiley Handbook of Human Computer Interaction Set. Wiley.
13	Other additional information :	Nil