

SCHOOL OF INFORMATION TECHNOLOGY



HUMCOM1

HUMAN-COMPUTER
INTERACTION - LECTURE



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Course Overview

Course Code: HUMCOM1

Course Description: Human-Computer Interaction 1

This course teaches students to design user interfaces based on the capabilities of computer technology and the needs of human factors. The course covers human capabilities, design principles, prototyping techniques, evaluation techniques, and the implementation of graphical user interfaces. Deliverables include short programming assignments and a semester-long individual/group project. Students design a user interface for a system and implement a prototype from a list of informal requirements. Students design a user interface by a design process based on current human—computer interaction principles.

Learning Competencies:

At end of the course, you are expected to

First Grading:

1. Setup the development environment with appropriate front-end development tools that will help in

Midterms:

- 2. Define cognition and its relevance in interaction design.
- 3. Identify means on how memory can be enhanced through technology aids
- 4. Enumerate ways on ways which attention affects people's ability to multitask.
- 5. Explain through multimedia (i.e. video, interactive presentation, etc.) what is meant by social interaction and its importance in interaction design
- 6. Describe how technologies can be designed to change people's attitudes and behavior. **Finals:**
- 7. Explain the rationale and rules for an effective interface design methodology in order to establish a criteria for evaluating the quality of user interfaces.
- 8. Explain how to design user interfaces that anticipate what users might need to do and ensuring that the interface has elements that are easy to access, understand, and use to facilitate those actions.
- 9. Describe how to bring together concepts from interaction design, visual design, and information architecture to create an interface with elements that are consistent and predictable in their choices and their layout.

Module Requirements:

At the end of each module, you are expected to complete each:

- 1. Self-check (Quiz)
- 2. Assignments
- 3. Hands-on Activities
- 4. Recitation

^{***} All module quizzes and other activities shall be placed in a long brown envelope and submitted at the end of each module.



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Consultation Hours:

Course schedule

Course Schedule and Outline

	Lecture	Duration (Hours)	Requirements
Week 1	Development Environment Set-up Introduction to HTML5	3	✓ GitHub Account✓ Published home page
Week 2	HTML Elements Part 1	3	✓
Week 4-5		3	✓
Week 6	First Grading Exam	2	
Week 7		2	✓
Week 8		2	✓
Week 9-10		3	✓
Week 10-11		3	✓
Week 11	Midterm Exam	2	
Week 13-14		4	✓
Week 15-17		6	✓
Week 18	Final Exam	2	



LESSON 5: HTML Elements: Tables

Duration: 1.5 hour

About this lesson: At the end of this lesson you are expected to:

- 1. Define HTML table elements.
- 2. Use table elements to structure webpage content.

3.1. HTML Table Element

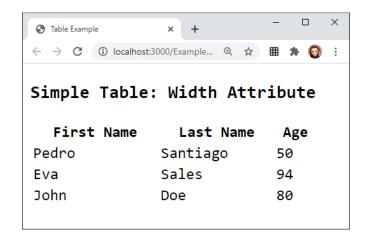
- It is an HTML structure for creating rows and columns. It is used for lists, specifications and other tabular data as well as to locate elements on the page.
- The elements are the data containers in the table.
- The elements can contain all sorts of HTML elements like text, images, lists, other tables, etc.
- A table header is defined with the tag. By default, table headings are bold and centered.

3.2. HTML Table Attributes

Property name	values	Description
align	left	Alignment of table according to
	center	surrounding text
	right	
bgcolor	rgb(x,x,x) -> x = 0-255	Background color for a table or cell
	#xxxxxx ->x=0-9,a-f	
	colorname	
border	integer (pt, px, %)	Adds a border or specifies the weight
		of the border
cellpadding	px	Space between the cell wall and
		content
cellspacing	px	Space between cells
frame	void	Which borders should be visible
	above	
	below	
	hsides	
colspan	integer	Specifies how many columns to
		merge
rowspan	integer	Specifies how many rows to merge
caption	<caption></caption>	Add a caption to a table
width	px, %	Width of the table

3.3. Example

Example 1. HTML Table with only width attribute

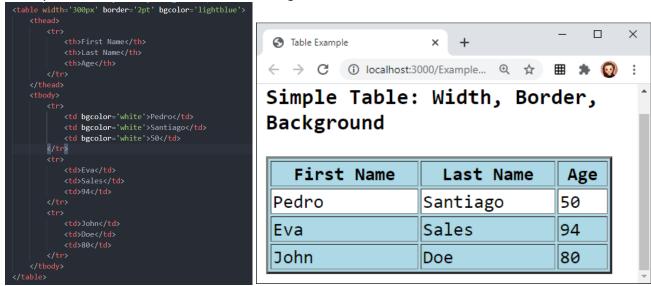




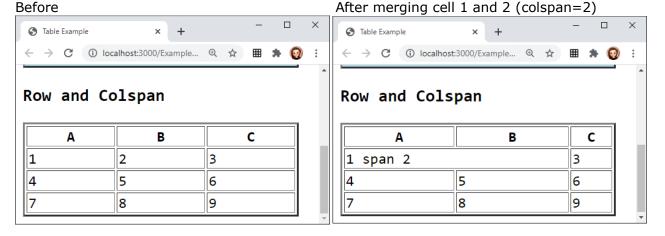
Example 2. HTML Table with border attributes



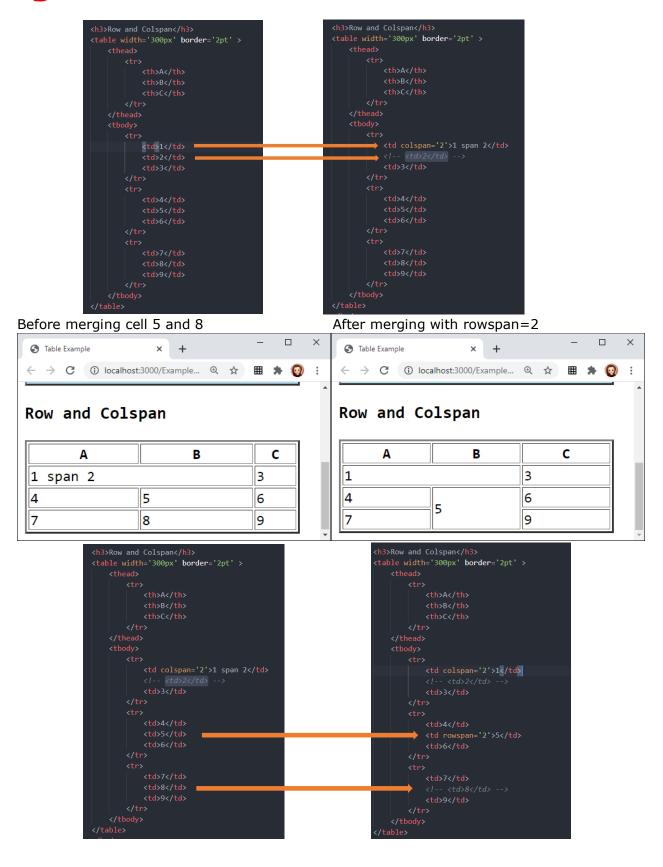
Example 3. HTML Table with border and bgcolor attributes



Example 4-5. HTML Table with colspan and rowspan attributes

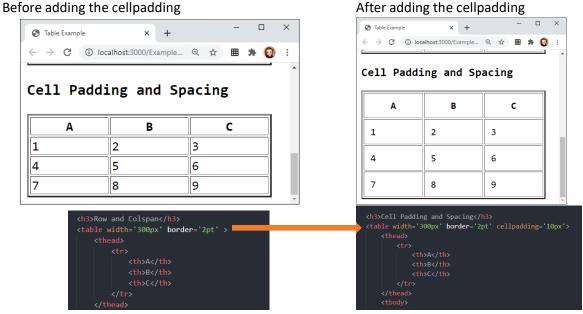


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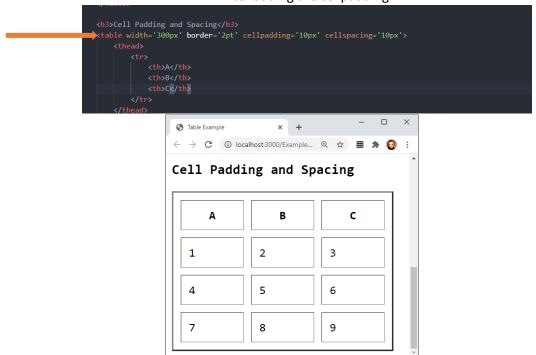




Example 5-6. HTML Table with cellpadding and cellspacing attribute



After adding the cellpadding





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- Word Wide Web Consortium. (2015, October 23). 3.2.5 Content models HTML5. Https://Www.W3.Org/. https://www.w3.org/TR/2011/WD-html5-20110525/content-models.html#flow-content