

Subject Description Form

Subject Code	COMP 5517				
Subject Title	Human Computer Interaction				
Credit Value	3				
Level	5				
Pre-requisite/ Exclusion	Nil				
Objectives	<p>The objectives of this subject are:</p> <ol style="list-style-type: none"> 1. to provide students with a broad view of both theoretical and practical issues in human factors for design of human-computer interfaces; 2. to equip students with knowledge and understanding of the nature of human computer interactions, human characteristics, computer system and interface architecture; 3. to equip students with sound skills in design, development and evaluation of user interfaces. 				
Intended Learning Outcomes	<p>After completing the subject, students should be able to:</p> <ol style="list-style-type: none"> a) better understand various human factors in the design of human-computer interfaces; b) learn the knowledge of system architecture and its development; and c) evaluate and analyze the system design and user interfaces. 				
Subject Synopsis/ Indicative Syllabus	<ul style="list-style-type: none"> • Nature of Human Computer Interaction (HCI) • Evaluation • Human Characteristics • Dialogue interactions and formal models • Design guidelines and metrics • Development and applications • Advanced HCI 				
Teaching/Learning Methodology	Class activities including - lecture, tutorial, lab, workshop seminar where applicable.				
Assessment Methods in Alignment with Intended Learning Outcomes	Specific Assessment Methods/Tasks	% weighting	Intended subject learning outcomes to be assessed		
			a	b	c
	Assignments, Tests & Projects	55	✓	✓	✓
	Final Examination	45	✓	✓	✓
	Total	100			

Student study effort expected	Class Contact:	
	Class activities (lecture, tutorial, lab)	39 hours
	Other student study effort:	
	Assignments, Quizzes, Projects, Exams	65 hours
	Total student study effort	104 hours
Reading list and references	<ul style="list-style-type: none"> (1) Dix, J. Finlay, G. Abowd, and R. Beale, Human-Computer Interaction, 3rd Edition, Prentice Hall, 2004. (2) D. Norman, The Design of Everyday Things, Doubleday Business, 1990 (3) Shneiderman, Designing the User Interface: Strategies for Effective Human-Computer Interaction, 3rd Edition, Addison Wesley, 1998. (4) W.J. Smith, ISO and ANSI Ergonomic Standards for Computer Products. A Guide to Implementation and Compliance. Prentice Hall, 1996. (5) P.K. Andleigh and K. Thakrar, Multimedia Systems Design, Prentice Hall, 1996. 	