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| |  | | --- | | **ISHIK UNIVERSITY  FACULTY OF SCIENCE  Department of INFORMATION TECHNOLOGY, 2017-2018 Spring  Course Information for** **IT 322 HUMAN COMPUTER INTERACTION** |  |  |  | | --- | --- | | **Course Name:** | HUMAN COMPUTER INTERACTION | | |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | | **Code** | **Course type** | **Regular Semester** | **Theoretical** | **Practical** | **Credits** | **ECTS** | | IT 322 | 2 | 6 | 3 | - | 3 |  | | | | **Name of Lecturer(s)-Academic Title:** | Payam Wali M. Hussein - MSc | | **Teaching Assistant:** | Samiha Osama | | **Course Language:** | ENGLISH | | **Course Type:** | Area Elective | | **Office Hours** | Thursday 9:00-10:00 | | **Contact:** | Email:payam.wali@ishik.edu.iq   Tel:- | | **Teacher's academic profile:** | BSc in Information Technology/University of Kurdistan-Hawler Msc in Computer Engineering/ Fatih Yniversity | | **Course Objectives:** | he objective of this course is for students to learn how to to design, and prototype and evaluate user interfaces. Students will learn user interaction design principles through theory and practice. At the end of this course you will be able to: •Understand the main concepts in human computer interaction; •Conduct research to learn about user needs and human uses of technology; •Undertake iterative and inexpensive user-centered design methods; •Design and prototype user interfaces; •Understand and apply interaction design guidelines; •Identify the strengths and weaknesses of interfaces and provide suggestions of how to improve them; •Perform basic user interface evaluation and usability testing; •Undertake further training and research in this area. | | **Course Description (Course overview):** | This course will introduce you to human-computer interaction theories and design processes. In addition it is an overview of human computer interaction and problems of current interest. Topics include: Human factors, user interface design and evaluation, interaction modalities, distributed cognition, ubiquitous computing. A project involving design and evaluation will be performed. | | **COURSE CONTENT**   |  |  |  |  | | --- | --- | --- | --- | | **Week** | **Hour** | **Date** | **Topic** | | **1** | 3 | 4-8/2/2018 | Introduction to HCI | | **2** | 3 | 11-15/2/2018 | Defining and developing prototype | |  |  |  |  | | **3** | 3 | 18-22/2/2018 | The relation of perceive and expectations / Project Announcement | | **4** | 3 | 25/2-1/3/2018 | The effect of vision on observed structure/Quiz 1 | |  |  |  |  | | **5** | 3 | 4-8/3/2018 | Realizing the strength of visual structures on HCI | | **6** | 3 | 25-29/3/2018 | The nature of reading and what can be used as else | |  |  |  |  | | **7** | 3 | 1-5/4/2018 | Midterm Exam | | **8** | 3 | 8-12/4/2018 | The limitation of observed and generated colors | |  |  |  |  | | **9** | 3 | 15-19/4/2018 | Desining proper HCI for covering the gap of memory and attention | | **10** | 3 | 22-26/4/2018 | Limits on Attention, shape, thought and action/Quiz 2 | |  |  |  |  | | **11** | 3 | 29/4-3/5/2018 | The nature of recognition and recall of used HCIs | | **12** | 3 | 6-10/5/2018 | Analyzing and learning from experiences/ Team Project Submission | |  |  |  |  | | **13** | 3 | 13-17/5/2018 | The nature of learning and the factors affects learning, Using time effectively for proper use of HCI | | **14** | 3 | 20-24/5/2018 | Team Project Presentations | |  |  |  |  | | **15** | 3 | 27-31/5/2015 | Final Exam | | **16** | 3 | 3-7/6/2018 | Final Exam | |  |  |  |  | | **17** | 3 | 10-14/6/2018 |  | | | | **COURSE/STUDENT LEARNING OUTCOMES**   |  |  | | --- | --- | |  |  | | **1** | Explain the principles of perception and cognition | | **2** | Detect the principles of Interaction | | **3** | Analyze general rules and approaches upon human computer interaction | | **4** | Determine the relationships between specific instances and broader generalizations. | | **5** | Apply course content in coping with real life situations. | | | | **COURSE'S CONTRIBUTION TO PROGRAM OUTCOMES** (Blank : no contribution, I: Introduction, P: Profecient, A: Advanced )   |  |  |  | | --- | --- | --- | |  | **Program Learning Outcomes** | **Cont.** | | **1** | An ability to analyze a problem, and identify and define the computing requirements appropriate to its solution | I | | **2** | An ability to design, implement, and evaluate a computer-based system, process, component, or program to meet desired needs | I | | **3** | An ability to function effectively on teams to accomplish a common goal | A | | **4** | An understanding of professional, ethical, legal, security, social, and economic issues and responsibilities |  | | **5** | An ability to analyze the local and global impact of computing on individuals, organizations, and society |  | | **6** | An ability to use current techniques, skills, and tools necessary for computing practice | I | | **7** | An ability to use and apply current technical concepts and practices in the core information technologies of human computer interaction, information management, programming, networking, web systems and technologies |  | | **8** | An ability to identify and analyze user needs and take them into account in the selection, creation, evaluation and administration of computer-based systems | A | | **9** | An ability to effectively integrate IT-based solutions into the user environment | P | | **10** | An ability apply problem solving skills, core IT concepts, best practices and standards to information technologies |  | | **11** | An ability to identify and evaluate organizational requirements and current and emerging technologies |  | | **12** | An ability to select, design, integrate and administer IT-based solutions into the organizational environment |  | | | | **Prerequisites (Course Reading List and References):** | Knowledge of English | | **Student's obligation (Special Requirements):** | 1- Attendance is an essential requirement for all students, students take full responsibility for being their absence without granted by the department or university. 2- comply with all university requirements and procedures. | | **Course Book/Textbook:** | Designing With The Mind In Mind - Simple Guide To Understanding User Interface Design Rules, Simple and Usable Web, Mobile, and Interaction Design-Mantesh | | **Other Course Materials/References:** | ALAN DIX, JANET FINLAY, GREGORY D. ABOWD, RUSSELL BEALE THIRD EDITION HUMAN–COMPUTER INTERACTION | | **Teaching Methods (Forms of Teaching):** | Lectures, Presentation, Project, Assignments | | **COURSE EVALUATION CRITERIA**   |  |  |  | | --- | --- | --- | | **Method** | **Quantity** | **Percentage (%)** | | Participation | 1 | 10 | | Quiz | 2 | 5 | | Project | 1 | 10 | | Midterm Exam(s) | 1 | 20 | | Presentation | 1 | 10 | | Final Exam | 1 | 40 | | **Total** | | **100** | | **Examinations:**Essay Questions, True-False, Fill in the Blanks, Short Answers |  |  | | | | **Extra Notes:** | | | **ECTS (ALLOCATED BASED ON STUDENT) WORKLOAD**   |  |  |  |  | | --- | --- | --- | --- | | **Activities** | **Quantity** | **Duration (Hour)** | **Total Work Load** | | Course Duration (Including the exam week: 16x Total course hours) |  |  | 0 | | Hours for off-the-classroom study (Pre-study, practice) |  |  | 0 | | Assignments Mid-terms |  |  | 0 | | Final examination |  |  | 0 | | Other |  |  | 0 | | **Total Workload** | | | **0** | | **ECTS Credit (Total workload/25)** | | | **0** | | |   **Peer review**   |  |  |  | | --- | --- | --- | | Signature: | Signature: | Signature: | | Name: | Name: | Name: | | Lecturer | Head of Department | Dean | |