MULTIMEDIA UNIVERSITY®

SUMMARY OF INFORMATION ON EACH COURSE

1.	Name of Course	Human Computer Interaction
2.	Course Code	THI2211
3.	Status of Course [Applies to (cohort)]	Specialisation Core for : B.IT (Hons) Data Communication & Networking B.IT (Hons) Security Technology B.IT (Hons) Artificial Intelligence B.IT (Hons) IT Management Elective for : B.Sc (Hons) Bioinformatics
4.	MQF Level/Stage Note : *Certificate – MQF Level 3* *Diploma – MQF Level 4* *Bachelor – MQF Level 6* *Masters – MQF Level 7* *Doctoral – MQF Level 8*	Bachelor – MQF Level 6
5.	Version (State the date of the Senate approval – history of previous and current approval date)	Date of previous version : June 2014 Date of current version : June 2015
6.	Pre-Requisite	TCP1121 Computer Programming
7.	Name(s) of academic/teaching staff	Afizan Azman Liew Tze Hui
8.	Semester and Year offered	Trimester 2, Year 2
9.	Objective of the course in the programme : To understand the role of Enterprise Resource Planning in business planning activities.	
10.	Justification for including the course in the programme : The study of human-computer interaction enables system architects to design useful, efficient, and enjoyable computer interfaces. This course teaches the theory, design procedure, and programming practices behind effective human interaction with computers, and - a particular focus this quarter: smart phones and tablets.	

11.	Course Learning Outcomes :		Domain	Level
	LO1	Comprehend the concepts of human-computer Interaction	Cognitive	Level 2
	LO2	Explain the process of interaction design	Cognitive	Level 2
	LO3	Apply the human-computer interaction concepts	Cognitive	Level 3
	LO4	Describe and use appropriate methods of evaluating an interactive system	Cognitive	Level 6

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12. Mapping of Learning Outcomes to Programme Outcomes :

Learning Outcomes	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9
LO1	X						X		
LO2	X						X		
LO3	X						X	X	
LO4	X						X	X	

13. Assessment Methods and Types :

Method and Type	Description/Details	Percentage
1 Final Examination	Written examination	50
2 Test	Written examination	15
3 Assignment	Report and Presentation	30
4 Quiz	Written examination	5

14. Mapping of assessment components to learning outcomes (LOs)

Assessment Components	LO1	LO2	LO3	LO4
Final Examination	50.00	50.00	58.82	58.82
Test	15.00	15.00		
Assignment	30.00	30.00	35.3	35.3
Quiz	5.00	5.00	5.88	5.88

15. Details of Course

Topics	Mode of Delivery	
	Lecture	Lab
1. Introduction to interaction design Introduction, good and poor design, interaction design, goals of interaction design and usability principles.	2	1
2. Understanding and conceptualizing interaction Problem space, conceptual model, interface metaphors, interaction paradigms.	2	1

	3. Understanding users and effects of interface to users. Cognition process, framework for cognition, mental model, information processing, psychology aspects of the user, affective aspects, expressive interface, user frustration, virtual characters (agents).	4	2
	4. Process of interaction design Interaction design activities and process, identify user needs and requirements, alternative design, lifecycle models for interactive design and HCI, task description and analysis, interaction methods (menu, command, voice, graphical etc) prototyping based on user centered approaches to interaction design (ethnography in design, participatory design), evaluation framework, paradigm and techniques, testing and modeling users (user testing, experiments, predictive models).	8	4
	5. Designing for collaboration and communication. Social mechanism in communication and collaboration, CSCW (email, bulletin board, video conferences, virtual collaborative environment), groupware (time/space matrix, shared applications, synchronous and asynchronous groupware), designing collaborative technologies.	4	2
	6. Advanced issues in HCI Multi-modal interaction, speech and gesture interaction, assistive technology, interaction in the virtual world, biometrics in HCI, ubiquitous computing and HCI, intelligent user interface, information retrievals, hypertext and digital libraries (natural language, information retrieval algorithms, information interface, hypertext, digital libraries).	8	4
	Total	**28**	**14**

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	Total Student Learning Time (SLT)	Face to Face / Guided Learning	Independent Learning
	Lecture	28	28
	Tutorials	14	14
	Laboratory/Practical		
	Presentation		
	Assignment	-	12
	Mid Term Test	1	5
	Final Exam	2	15
	Quizzes	1 time	1
	Sub Total	45	75
	Total SLT	**120**	
16.	Credit Value	3	
17.	Reading Materials :		
	Textbooks		
	Jennifer Preece, Yvonne Rogers, and Helen Sharp. (2011). Interaction Design: Beyond Human-Computer Interaction, 3rd edition, John Wiley.		
	Reference Material (including 'Statutes' for Law)		
	1. Ben Schneiderman, Designing the User Interface. (2004). Strategies for Effective Human-Computer Interaction, 4th Edition, Addison Wesley. 2. Alan Dix, Janet Finlay, Gregory Abowd, and Russel Beale. (2004)., Human-Computer Interaction, 3rd Edition, Prentice Hall. 3. Jenny Preece (1994). Human-Computer Interaction, Addison Wesley. 4. John M. Carroll (2001). Human-Computer Interaction in the new millennium, Addison Wesley.		

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Appendix (to be compiled when submitting the complete syllabus for the programme) :

1. Mission and Vision of the University and Faculty
2. Programme Objectives or Programme Educational Objectives
3. Programme Outcomes (POs)
4. Mapping of POs to the 8 MQF domain
5. Summary of the Bloom's Taxonomy's Domain Coverage in all the Los in the format below :

Subject	Learning Outcomes (please state the learning 0utcomes)	Bloom's Taxonomy Domain		
		Affective	Cognitive	Psychomotor
ABC1234	Learning Outcome 1			
	Learning Outcome 2			
	Learning Outcome 3			
	Learning Outcome 4			
DEF5678	Learning Outcome 1			
	Learning Outcome 2			
	Learning Outcome 3			
	Learning Outcome 4			

6. Summary of LO to PO measurement
7. Measurement and Tabulation of result for LO achievement
8. Measurement Tabulation of result for PO achievement