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|   logoCollege: **Computer Science and Information Technology**Department: **Computer Sciences**Course Title: Human Computer InteractionCourse No: 1001393Credit Hours: 3 hours**.**Semester: Second Semester**About The Course**Course Title: Human Computer InteractionClass:1 Course No: 1001393Credit Hours: 3 hours**.** Lecture Room:719Obligatory/ Optional: Optional. Text Book: A. Dix, J. Finlay, G. D. Abowd, R. Beale. (2006). ''Human Computer Interaction”, 3rd edition, Prentice Hall,**The Instructor**Name: Dr. Ahmad Abu Al Aish Title: Assistant professor Office Tel:Office No: 711 Office Hours: Mon- Wend 11-12:30E-mail: ahmad.abualaish@gmail.com |

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| **Course Description** |

This course focuses on how people can be a core component in the design and use of IT. This course introduces aspects of human behavior that influence the design, development, and use of interactive computer systems.  The course also considers a variety of methods that can be applied to the design and evaluation of interactive systems.

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| **Course Objectives** |

The main objectives of this course are to:

1. Understand how machines influence human consciousness and how human needs and dreams shape the function of machines.
2. Identify and describe key social, cognitive, and physiological factors that influence people's perceptions, understandings, and usages of information technology.
3. Compare and contrast state-of-the-art technologies for user interaction design.
4. Articulate the strengths, weaknesses, and application considerations of alternative techniques for user-centered design and evaluation.
5. Plan, prototype, evaluate, and document the user-centered rationale for an interactive systems design project.

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| **Learning Outcome** |

Upon completion of this course, students should be able to:

1) Understand the basics of human and computational abilities and limitations.

2) Understand how these lead to models of interaction.

3) Understand basic theories, tools and techniques in HCI.

4) Apply appropriate techniques to real-world problems.

5) Demonstrate awareness of HCI issues, implications and developments.

6) Apply evaluation techniques relevant to HCI.

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| **Course Outline and Time schedule** |

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| **Week** | **Topics** | **Reference (chapter)** |
| **1,2** | The Computer | 2 |
| **3,4** | The Interaction | 3 |
| **5** | The Paradigms | 4 |
| **First exam** |
| **6,7** | Interaction design basics | 5 |
| **8,9** | HCI in the software process | 6 |
| **10** | Design Rules | 7 |
| **Second Exam** |
| **11,12** | Evaluation Techniques | 9 |
| **13,14** | User Support | 11 |
| **15** | socio-organizational issues and stakeholder requirements | 13 |
| **Final Exam** |

**Presentation methods and techniques**

Methods of teaching varied according to the type of text, student and situation. The following techniques are usually used:

1. Lecturing with active participations.
2. Problem solving.
3. Cooperative learning.
4. Discussion.
5. Learning by activities.
6. Connecting students with different sources of information

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| **Sources of information and Instructional Aids** |

Computer … power point …etc.

Transparencies

Distance learning

Library sources

Lecture Notes

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| **Assessment Strategy and its tools** |

The assigned syllabus is assessed and evaluated

Through: feed back and the skills that are acquired by the students

The tools:

1. Digonistic tests to identify the students level and areas of weakness
2. Formal (stage) evaluation

a) Class Participation

b) Ist Exam

c) 2nd Exam

d) Activity file

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|  **Tool & Evaluation** |

Tests are permanent tools & assessment, in addition to the activity file which contains curricular and the co-cussiculor activities, research, report papers and the active participation of the student in the lecture.

The following table clarifies the organization of the assessment schedule:

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| **Grade** | **Date** | **Test** |
| 20% |  | First Exam  |
| 20% |  | 2nd Exam |
| 20% | Students should be notified about their marks  | Activities & Participation |
| 40% |  | Final Exam |

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|  **Activities and Instructional Assignment** |

1. Practical assignments to achieve the syllabus objectives.

 **Regulations to maintain the teaching-Learning Process in the Lecture:**

1- Regular attendance.

2- Respect of commencement and ending of the lecture time.

3- Positive relationship between student and teacher.

4- Commitment to present assignments on time.

5- High commitment during the lecture to avoid any kind of disturbance and distortion.

6- High seuse of trust and sincerity when referring to any piece of information and to mention the source.

7- The student who absents himself should submit an accepted excuse.

8- University relevant regulations should be applied in case the studen,s behavior is not accepted.

9- Allowed Absence percentages is (15 %).

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| **Internet websites** |

**1.** http://www.jpu.edu.jo/lms

**2…….**

**3……..**

**References :**

- Yvonne Rogers, Helen Sharp, Jennifer Preece,” Interaction design beyond human computer interaction. John Wiley & Sons, 3rd Edition, 2011.

-[Ben Shneiderman](http://www.informit.com/authors/bio/cfca4e90-7b30-4bc6-b754-7988bc14c935), [Catherine Plaisant](http://www.informit.com/authors/bio/9637fe87-f608-42e3-b7a1-3fc2b59ad409), [Maxine Cohen](http://www.informit.com/authors/bio/c63d3f81-f49d-41c5-9024-2aae91b16e32), [Steven Jacobs](http://www.informit.com/authors/bio/74b2c193-a44b-44c7-bcd2-d2f49711d31d), [NiklasElmqvist](http://www.informit.com/authors/bio/f4b7245a-af80-448b-bd8b-bf27184a3c8d), [Nicholas Diakopoulos](http://www.informit.com/authors/bio/87409e59-6863-4001-b464-efb736a564b3). Designing the User Interface: Strategies for Effective Human-Computer Interaction, 6th Edition. 2017.

**Syllabus Classification**

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| **Objectives** | ***Learning outcome*** | ***Assessment tools*** |
| **1-** | Understand the basics of human and computational abilities and limitations.  | * **Exams**
* **Case studies**
* **Online resources**
 |
| **2-** | Understand how these lead to models of interaction | * **Exams**
* **Case studies**
* **Online resources**
* **Group presentation**
 |
| **3-** | Understand basic theories, tools and techniques in HCI.  | * **Exams**
* **Case studies**
* **Online resources**
 |
| **4-** | Apply appropriate techniques to real-world problems.  | * **Exams**
* **Case studies**
* **Online resources**
* **Group presentation**
 |
| **5-** | Demonstrate awareness of HCI issues, implications and developments.  | * **Exams**
* **Case studies**
* **Online resources**
* **Group presentation**
 |
| **6-** | Apply evaluation techniques relevant to HCI. | * **Exams**
* **Case studies**
* **Online resources**
* **Group presentation**
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