



Course Specifications

Course Title:	Human Computer Interaction
Course Code:	502536-3
Program:	Bachelor in Computer Science
Department:	Department of Information Technology
College:	College of Computers and Information Technology
Institution:	Taif University

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A. Course Identification

1. Credit hours: 3
2. Course type
a. University <input type="checkbox"/> College <input type="checkbox"/> Department <input checked="" type="checkbox"/> Others <input type="checkbox"/>
b. Required <input type="checkbox"/> Elective <input checked="" type="checkbox"/>
3. Level/year at which this course is offered: 12/4
4. Pre-requisites for this course (if any): 502435-3
5. Co-requisites for this course (if any): None

6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	8	% 100
2	Blended	0	0
3	E-learning	0	0
4	Distance learning	0	0
5	Other	0	0

7. Contact Hours (based on academic semester)

No	Activity	Contact Hours
1	Lecture	50
2	Laboratory/Studio	30
3	Tutorial	0
4	Others (specify)	0
	Total	80

B. Course Objectives and Learning Outcomes

1. Course Description

The term “Human factors” relates to both how people interact with technology, and the ways in which technology can affect people’s performance. This course provides an introduction to human factors related to the design of information systems. The emphasis is on the human component of human-computer interaction (HCI), and the process of user-centered design and evaluation. In general, lectures will be interactive, combining in-class discussions with small group problem-solving exercises.

2. Course Main Objective

This course aims to give students an understanding of how the study of human-computer interaction affects the design of interactive systems, hardware and software and improves students' awareness of the issues that determine the usability of an interactive computer system.

3. Course Learning Outcomes

CLOs		Aligned PLOs
1	Knowledge and Understanding	
1.1	Understand the basics of human and computational abilities and limitations.	K1
1.2	Understand basic theories, tools and techniques in HCI.	K1
2	Skills :	
2.1	Apply appropriate HCI techniques to design systems that are usable by people.	S2
2.2	Practice a variety of simple methods for evaluating the quality of a user interface.	S2
3	Values:	

C. Course Content

No	List of Topics	Contact Hours
1	Introduction : Why Good Design Matters (Overview of Systems Design)	5
2	User-Centered Design Usability Principles	5
3	Human Abilities: - Sensory and Perceptual - Cognitive Processes	5
4	Requirements Gathering and Task Analysis	10
5	Design of Everyday Things	10
6	Graphic Design: Principles and Color Interaction Styles	10
7	Prototyping	5
8	Evaluation Error Handling and Help	10
9	User Modeling	10
10	Specialized Interfaces Advanced Interfaces : Ubiquitous and Pervasive Computing, ...	10
Total		80

D. Teaching and Assessment

1. Alignment of Course Learning Outcomes with Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
1.0	Knowledge and Understanding		
1.1	Understand the basics of human and computational abilities and limitations.	Lecture Discussion Lab work	Written Exams Assignments Practical Exam
1.2	Understand basic theories, tools and techniques in HCI.	Lecture Discussion Lab work	Written Exams Assignments Practical Exam
2.0	Skills		

Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
2.1	Apply appropriate HCI techniques to design systems that are usable by people.	Lecture Discussion Lab work	Written Exams Assignments Practical Exam
2.2	Practice a variety of simple methods for evaluating the quality of a user interface.	Lecture Discussion Lab work	Written Exams Assignments Practical Exam
3.0	Values		

2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Quizzes	3: 6	10%
2	Mid Exam	6	20%
3	Minor project	10	10%
4	Lab Exam	11	20%
5	Final Exam	12	40%

*Assessment task (i.e., written test, oral test, oral presentation, group project, essay, etc.)

E. Student Academic Counseling and Support

Arrangements for availability of faculty and teaching staff for individual student consultations and academic advice :

Academic advising and counseling of students is an important component of teaching; student academic advising is a mandatory requirement of College of Computers and Information Technology (CCIT). Appropriate student advising provides support needed for the student during times of difficulty. In addition, it helps the student to build a close relationship with his/her advisor and to provide student motivation and involvement with the institution.

In addition, since faculty are usually the first to recognize that a student is having difficulty, faculty members play a key role in developing solutions for the students or referring them to appropriate services. Faculty members also participate in the formal student-mentoring program. Additional counseling is provided by course directors, who provide students with academic reinforcement and assistance and refer “at risk” students to the Vice Dean for Academic Affairs and the Vice Dean for female section.

F. Learning Resources and Facilities

1. Learning Resources

Required Textbooks	Human-Computer Interaction , Dix, Finlay, Abowd, and Beale. Prentice Hall, 2004. ISBN-10: 0130461091
Essential References Materials	Interaction Design – Beyond Human-Computer Interaction Preece, Rogers and Sharp, Third Edition,. Wiley, 2011. ISBN-10: 0470665769
Electronic Materials	Presentations and recorded lectures
Other Learning Materials	

2. Facilities Required

Item	Resources
Accommodation (Classrooms, laboratories, demonstration rooms/labs, etc.)	<ul style="list-style-type: none"> A Lecture room appropriate for maximum 25 students with a personal computer, a data show and a smart board. A Lab room appropriate for maximum 15 students with a personal computer, a data show and a smart board.
Technology Resources (AV, data show, Smart Board, software, etc.)	<ul style="list-style-type: none"> Data show / White Board
Other Resources (Specify, e.g. if specific laboratory equipment is required, list requirements or attach a list)	

G. Course Quality Evaluation

Evaluation Areas/Issues	Evaluators	Evaluation Methods
Effectiveness of Teaching	Students	Students surveys and Students course evaluation
Improvement of Teaching	Course Coordinator	deficiencies based on the student Evaluation, faculty input, course file, and program assessment
Verifying Standards of Student Achievement	Curriculum Committee	<ul style="list-style-type: none"> Review CAF (Course assessment file) Alumni surveys. Periodic exchange and remarking of tests or a sample of assignments with staff at another

Evaluation areas (e.g., Effectiveness of teaching and assessment, Extent of achievement of course learning outcomes, Quality of learning resources, etc.)

Evaluators (Students, Faculty, Program Leaders, Peer Reviewer, Others (specify))

Assessment Methods (Direct, Indirect)

H. Specification Approval Data

Council / Committee	CS council
Reference No.	Meeting #12
Date	23-10-1443