	Reference SCOF	CM4008 SCOF
Module Title	Level	10
Human Computer Interaction	SCQF Poi	nts 15
	ECTS Poi	nts 7.5
Keywords	Created 1	May 2002
HCI, Interface, Task and Object Based Design, Usability, Evaluation, Groupware, Multimedia and	Approved	April 2005
Hypermedia	Amended	August 2007
	Version N	lo. 3

This Version is No Longer Current

The latest version of this module is available here

Prerequisites for Module	Indicative Student Workload		
Familiarity with object-oriented	Contact Hours	Full Time	
design and programming	Lectures	12	
techniques.	Tutorials	12	
Corequisite Modules	Laboratories	24	
	Assessment	13	
None.	Directed Study		
Precluded Modules	Directed Study	38	
None.	<i>Private Study</i> Private Study	51	

Aims of Module

To provide the student with a knowledge of the conceptual and theoretical aspects of HCI required to support future technological developments and the practical skills currently required to develop interfaces to interactive computer systems.

Mode of Delivery

Lectures are used to deliver HCI principles, tutorials are used to develop design exercises and computing laboratories and used to implement and evaluate designs and to examine hypermedia-based case studis which are used to exemplify HCI concepts and techniques.

Learning Outcomes for Module

Assessment Plan

On completion of this module, students are expected to be able to:

- 1.Critically evaluate the impact of human factors and role of usability in the design of interactive systems.
- 2.Apply the concepts, principles and models of user-centred design methods to the design of interactive system interfaces.
- 3.Select appropriate evaluation techniques and undertake a usability evaluation.
- 4. Analyse the concepts, principles and models of the analytic evaluation and cognitive modelling methods to model and evaluate the design for an interactive system.
- 5.Specify requirements and techniques for the design of groupware, multimedia and hypermedia systems interfaces.

Indicative Module Content

Human factors, Usability. User classes. Task based design methods. User object based design methods. Dynamic models. Icons and visual design. Dialogue design. Cognitive modelling. Goal based models,

	Learning Outcomes Assessed
Component 1	1,2,3,4,5
Component 2	1,3,5

Component 2 - Coursework

Component 1 - This is a closed book examination.

Indicative Bibliography

- 1.RITTER, F.E. BAXTER G.D. AND CHURCHILL, E.F. (2014) Foundations for Designing User-Centred Systems: What System Designers need to know about People. Springer.
- 2.ROSSON, M-B., and CARROLL, J., 2002. Usability Engineering: Scenario-Based Development of Human-Computer Interaction. Morgan Kaufmann.
- 3.SAURO, J. AND LEWIS, J.R.(2012) Quantifying the UserExperience; Practical Statistics forUser Research Morgan Kaufman
- 4.BENYON, D., 2014. Designing Interactive Systems: A Comprehensive Guide to HCI, UX and Interaction Design. Pearson

Language based models. Usability evaluation. Experimental evaluation. CSCW systems and groupware. Interface design for multimedia systems and hypermedia systems.