

<b>Course unit title:</b>	Human Computer Interaction
<b>Course unit code:</b>	CSC341
<b>Type of course unit:</b> (Compulsory/optional)	Optional
<b>Level of course unit:</b> (First, second or third cycle)	Bachelor (1st cycle)
<b>Year of study:</b>	3
<b>Semester when the unit is delivered:</b>	6
<b>Number of ECTS credits allocated:</b>	5
<b>Name of lecturer(s):</b>	TBA
<b>Learning outcomes of the course unit:</b>	
<p>Upon successful completion of this course students should be able to:</p> <ul style="list-style-type: none"> <li>• Apply a variety of human computer interaction theoretical models.</li> <li>• Design a user interface from specification to completion.</li> <li>• Design a user manual for a substantial piece of software.</li> <li>• Describe non-WIMP interaction styles and their theoretical bases.</li> </ul>	
<b>Mode of delivery:</b>	Face- to- face
<b>Prerequisites and co-requisites:</b>	CSC205 or CSW205
<b>Recommended optional program components:</b>	None
<b>Course Contents:</b>	
<p><b>Objective:</b> The aim of this course is to provide the student with a basic knowledge of Human-Computer Interaction (HCI) and investigate specific issues involving HCI and user-interface design. Design methodologies for optimum Human Computer Interaction Systems and evaluation methods for HCI systems will be presented. Contemporary topics in HCI (i.e.-alternative human sensory channels for interacting with computers, GroupWare and customizable computer systems) will also be investigated.</p>	
<p><b>Description:</b> Introduction: What is HCI, Significance of proper HCI in computer systems. Capabilities and limitations of humans and computers – Input Output channels, information storing and information</p>	

processing, reasoning. Psychology and the design of interactive systems. Models of interaction, Ergonomics, Interaction Styles, Universal Usability

**Design of HCI systems:**

Paradigms for Interaction, Principles to support Usability, The design process, design rules, usability engineering, Iterative design and prototyping.

**Models of the User/System in Design:**

Cognitive models, goal and task hierarchies, Linguistic models, physical and device models. Standard Formalisms, Interaction models, Status - Event Analysis.

**Task Analysis:**

Task decomposition, knowledge based analysis, Relationship based techniques.

**Implementation Support:**

Elements of windowing systems, user interface management systems.

**Evaluation of an interaction system:**

Goals of evaluation, evaluation styles, evaluating the design/implementation. Choosing an evaluation method.

**Help and Documentation:**

Requirements of User support. Approaches to user support, Intelligent help systems.

**Contemporary topics in HCI:**

Groupware: Introduction, Meeting and Decision support systems, Shared applications, Frameworks for Groupware. Computer-mediated communication.

**Recommended or required reading:**

Ben Schneiderman, DESIGNING THE USER INTERFACE: STRATEGIES FOR EFFECTIVE HUMAN-COMPUTER INTERACTION, Addison Wesley

Benyon, D., Turner, P. & Turner, S. , DESIGNING INTERACTIVE SYSTEMS: PEOPLE, ACTIVITIES, CONTEXTS, TECHNOLOGIES. Addison Wesley

J. Preece et al., HUMAN COMPUTER INTERACTION, Addison Wesley

Alan Dix, Janet Finlay, HUMAN-COMPUTER INTERACTION Gregory Abowd and Russel Beale, Prentice Hall

**Planned learning activities and teaching methods:**

Class Instruction  
Consultations

42 Hours
15 Hours

<b>Assessment methods and criteria:</b>	<table border="1"> <tr> <td data-bbox="613 237 1112 273">Examinations</td> <td data-bbox="1112 237 1294 273">70%</td> </tr> <tr> <td data-bbox="613 273 1112 308">Assignments</td> <td data-bbox="1112 273 1294 308">25%</td> </tr> <tr> <td data-bbox="613 308 1112 344">Class Participation</td> <td data-bbox="1112 308 1294 344">5%</td> </tr> <tr> <td data-bbox="613 344 1112 380"></td> <td data-bbox="1112 344 1294 380">100%</td> </tr> </table>	Examinations	70%	Assignments	25%	Class Participation	5%		100%
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Assignments	25%								
Class Participation	5%								
	100%								
<b>Language of instruction:</b>	English								
<b>Work Placement(s):</b>	No								
<b>Place of Teaching:</b>	<table border="0"> <tr> <td data-bbox="605 623 844 659">Theoretical Part:</td> <td data-bbox="901 623 1429 695">Regular Classroom European University Cyprus, Nicosia</td> </tr> <tr> <td data-bbox="605 732 805 768">Practical Part:</td> <td data-bbox="901 732 1422 804">Computer Laboratory European University Cyprus, Nicosia</td> </tr> </table>	Theoretical Part:	Regular Classroom European University Cyprus, Nicosia	Practical Part:	Computer Laboratory European University Cyprus, Nicosia				
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