

Human Computer Interaction

Instructor: Ziad Sakr (Dr)
Class Schedule: Monday and Wednesday, 2:00 – 3:30
Location: Classroom 6 & MSc Programming Lab
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Course URL: www.u.tt/ict

This course provides an introduction to the study of human-computer interaction and user interface design. HCI is a field that combines material from many different perspectives including computer science, psychology, human factors and graphic design. Course readings focus on developing both a strong theoretical understanding of the field and some practical UI design skill.

Prerequisites include solid programming skill in a high-level language. Knowledge of object-oriented design is also strongly recommended.

Assessment

Assignments: 30%
Midterm: 30%
Final Exam: 40%

Compulsory Textbook:

- Human Computer Interaction – A. Dix, J. Finlay, G. Abowd, and R. Beale, 3rd Edition, Pearson Prentice Hall, 2004.

Reference Textbook:

- Designing the User Interface – B. Shneiderman and C. Plaisant, 4th Edition, Addison Wesley, 2004.

Course Schedule

Date	Topics and Reading
Week 1, Sept. 8,10	Introduction to HCI <ul style="list-style-type: none">The humanThe computerThe human-computer interaction
Week 2, Sept. 15,17	Interaction design basics
Week 3, Sept. 22,25	HCI in the software process
Week 4, Sept. 29, Oct. 1	Design rules
Week 5, Oct. 6,8	Implementation support
Week 6, Oct. 13,15	Evaluation techniques
Week 7, Oct. 20,22	Universal design
Week 8, Oct. 27,29	User support
Week 9, Nov. 3,5	Cognitive models
Week 10, Nov. 10,12	Task analysis
Week 11, Nov. 17,19	Model rich interaction
Week 12, Nov. 24,26	Groupware
Week 13, Dec. 1,3	Ubiquitous computing and augmented realities