

Course Specifications

Course Title:	Human Computer Interaction
Course Code:	444CIS-3
Program:	Information Systems
Department:	Information Systems
College:	Computer Science and Information Systems
Institution:	Najran University



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A. Course Identification

1. Credit hours:	3(2, 2, 1)
2. Course type	a. University ☐ College ☐ Department ☒ Others ☐ b. Required ☒ Elective ☐
3. Level/year at which this course is offered:	Level 8/ Year 4
4. Pre-requisites for this course (if any):	N/A
5. Co-requisites for this course (if any):	N/A

6. Mode of Instruction (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	75	%100
2	Blended		
3	E-learning		
4	Correspondence		
5	Other		

7. Actual Learning Hours (based on academic semester)

No	Activity	Learning Hours
Contact Hours		
1	Lecture	30
2	Laboratory/Studio	30
3	Tutorial	15
4	Others (specify)	
	Total	75
Other Learning Hours*		
1	Study	30
2	Assignments	7
3	Library	8
4	Projects/Research Essays/Theses	
5	Others (specify)	
	Total	45

* The length of time that a learner takes to complete learning activities that lead to achievement of course learning outcomes, such as study time, homework assignments, projects, preparing presentations, library times



B. Course Objectives and Learning Outcomes

Study of theoretical concepts of human-computer interaction (HCI), design principles for graphical computer interfaces, dimensions and multi-disciplinary nature of human computer interaction, user interface design, user requirements analysis, user modeling, task analysis, general principles in user interface design, principles, rules and models in human-centered design, design guidelines, standards and style guides, dialogue styles, , ergonomics and human factors, usability, toolkits, development environments and user interface management systems, formative and summative evaluation, user interfaces for the web, enhanced human-computer interaction, and advanced issues in human-computer interaction.

2. Course Main Objective

The main objective of this course is to produce usable and safe systems, as well as functional systems which can be understood by students through determining how people use technology.

3. Course Learning Outcomes

CLOs		Aligned PLOs
1	Knowledge:	
1.1	Define the theory of basic concepts of human computer interaction that concern human cognition, interfaces and interaction.	K1
1.2	Describe basic task analysis (why task analysis is at the heart of nearly all HCI activities, using of task analysis in computing-related) and the rules and models of the human centered design in interactive software applications.	K1
2	Skills:	
2.1	Analyze the general features of the graphical user interface from usability point of view.	S1, S4
2.2	Design good user interfaces, which are applicable to different user types.	S2
2.3	Evaluate the environment and user interface management system	S3, S4
2.3	Determine the usability problems through the development of a model and graphical user interface and to evaluate using a questionnaire.	S1, S2
3	Competence:	
3.1	Communicate effectively in the presentation of assigned group tasks	C1,C2

C. Course Content

No	List of Topics	Contact Hours
1	Theoretical concepts of human-computer interaction (HCI)	12
2	Task analysis	6
3	Ergonomics and human factors	8
4	Human Centered Design	7



5	General Principles in interface design	8
6	Development environments and user interface management systems, formative and summative evaluation	8
7	Design guidelines, standards and style guides, dialogue styles	8
8	Usability: Principles, Evaluation	8
9	Usability Test Process, Web interfaces	10
Total		75

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		
1.1	Define the theory of basic concepts of human computer interaction that concern human cognition, interfaces and interaction.	Help students experience the knowledge they learn by visualizing the concepts of human computer interaction through presenting real-life stories, and using the whiteboard projector to display photos, audio clips and videos. Mobile devices can be used to display images and videos, which helps students visualize new HCI concepts.	Quiz, midterm, final exam, homework, assignment.
1.2	Describe basic task analysis (why task analysis is at the heart of nearly all HCI activities, using of task analysis in computing-related) and the rules and models of the human centered design in interactive software applications.		Quiz, midterm, final exam, homework, assignment.
2.0	Skills		
2.1	Analyze the general features of the graphical user interface from usability point of view.	The teaching strategy that can be use here is giving the students practical activities	Quiz, midterm, final exam, homework, assignment presentation.
2.2	Design good user interfaces, which are applicable to different user types.		Quiz, midterm, final exam, homework, assignment, presentation.



Code	Course Learning Outcomes	Teaching Strategies	Assessment Methods
2.3	Evaluate the environment and user interface management system	to analyze and design users interfaces, and then evaluate the environment and user interface management systems. All that can be done through using the computer laboratory.	Quiz, midterm, final exam, homework, assignment, presentation, mini project.
3.0	Competence		
3.1	Develop the GUI programming techniques to solve windows-based applications or real-word problems.	Through verbally expressing their ideas and responding to others, students will develop their self-confidence, as well as enhance their communication, team work and critical thinking skills which are vital throughout life	Quiz, midterm, final exam, homework, assignment, presentation, mini project.
3.2	Design good user interfaces, which are applicable to different user types.		Quiz, midterm, final exam, homework, assignment, presentation, mini project.

2. Assessment Tasks for Students

#	Assessment task*	Week Due	Percentage of Total Assessment Score
1	Quiz	5	8 %
2	Mid Term-1 Exam	6	15 %
3	Assignment	8	2 %
4	Mid Lab Exam	9	10 %
6	Mid Term-2 Exam	10	15 %
7	Final Lab Exam	15	10 %
8	Final Exam	16	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:

I have 10 office hours per week.
4 weekly academic advising hours



F. Learning Resources and Facilities

1. Learning Resources

Required Textbooks	Human Computer Interaction , ALAN DIX, JANET FINLAY, GREGORY D. ABOWD, RUSSELL BEALE; 3 rd Edition, Pearson. Prentice Hall
Essential References Materials	1. Human Computer Interaction, Panayiotis Zaphiris, Chee Siang Ang, Information Science Reference 2. Diaper, Stanton, The Handbook Of Task Analysis For Human Computer Interaction Martin G. Helander, Thomas K. Landauer, Prasad V. Prabhu, Elsevier 3. Handbook Of Human-Computer Interaction Elsevier
Electronic Materials	
Other Learning Materials	

2. Facilities Required

Item	Resources
Accommodation (Classrooms, laboratories, demonstration rooms/labs, etc.)	Cleanliness of the class rooms should maintain in a regular basis
Technology Resources (AV, data show, Smart Board, software, etc.)	Data Show needs to maintenance regularly
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
By the end of each semester, students give their opinions about many factors in the course. They give feedback About the teaching strategies, assessment methods, textbooks, instructor, etc. Evaluation of CLOs can be used to compare the improvement from previous evaluation. Improvement plan based on the online course survey must be prepared.	Institution (By the end of each semester, students give opinions on satisfactions of the course)	Online course survey (indirect assessment)



Evaluation Areas/Issues	Evaluators	Evaluation Methods
Action plan based on the CLOs achievements must be prepared.		
A course survey is distributed to students to take their opinions about the CLOs. Evaluation of CLOs can be used to compare the improvement from previous evaluation. Improvement plan based on the online course survey must be prepared. Action plan based on the CLOs achievements must be prepared.	Instructor (A course survey is distributed to students to take their opinion)	Feedback about Course Learning Outcomes (CLOs) (indirect assessment)
Assessment of SOs through CLOs Evaluation of CLOs can be used to compare the improvement from previous evaluation. Improvement plan based on the online course survey must be prepared. Action plan based on the CLOs achievements must be prepared.	Instructor (through various teaching strategies)	Assessment of SOs through CLOs (direct assessment)

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	Department Council
Reference No.	Session No. 10 (441-38-43300)
Date	17/02/2020

