Computer Science and Engineering CSE 4663
Human-Computer Interaction

CREDIT/CONTACT HOURS: Credit Hours: 3, Contact Hours: 45

COORDINATOR:
Dr. J. Edward Swan

TEXTBOOKS: No Textbook required.
Supplemental Material: No required material

SPECIFIC COURSE INFORMATION:
Catalog Description: Three hours lecture. Conceptual models formed by users, aspects of computing systems which affect users, interface design and evaluation, and examples and critiques of specific interfaces.

Prerequisites: None

Required/Elective:
Computer Science – Elective
Software Engineering – Elective
Computer Engineering - Elective

SPECIFIC GOALS OF THE COURSE:
a. Specific Outcomes of Instruction:
1. To give students a broad overview of the field of human-computer interaction.
2. For students to experience the full human-computer interaction design cycle including requirements analysis, information and interaction design, and user evaluation.
3. For students to develop and document user interfaces in small groups.
4. For students to verbally present their designs in a classroom setting.
5. For students to critique user interfaces, and to incorporate constructive feedback into their own designs.
6. To give students exposure to modern user interface development tools, environments, and platforms.

b. Criterion 3 Outcomes:
Note: Parenthesized list indicates the ABET EAC and CAC outcomes addressed by each performance criteria.
1. To give students a broad overview of the field of human-computer interaction. (EAC: c,f,h,i; CAC: e,g,h)
2. For students to experience the full human-computer interaction design cycle including requirements analysis, information and interaction design, and user evaluation. (EAC: b,c,h; CAC: b)
3. For students to develop and document user interfaces in small groups.  
   (EAC: b,c,d,e,j; CAC: c,d,k)

4. For students to verbally present their designs in a classroom setting.  
   (EAC: g; CAC: f)

5. For students to critique user interfaces, and to incorporate constructive feedback into their own designs. (EAC: g,h,j; CAC: c,f)

6. To give students exposure to modern user interface development tools, environments, and platforms. (EAC: j,k; CAC: h,i)

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