CSC313 FOUNDATIONS OF HUMAN COMPUTER INTERACTION

Learning Outcomes
- Demonstrate understanding of the user-centred product development process in HCI.
- Demonstrate understanding of the importance of both the individual human models and social models in the design of human computer interaction.
- Be able to define different processes for defining interfaces for different contexts.
- Show ability to choose between qualitative and quantitative evaluation methods for a given evaluation question.
- Show ability to articulate use of vocabulary for analyzing human interaction with software.
- Demonstrate ability to interpret different interface elements (icon, symbol, word, or color) in different human cultures.

Content
Human-computer interaction for usable, accessible and acceptable systems; Contexts for HCI (mobile devices, consumer devices, business applications, web, business applications, collaboration systems, games, etc.); Process for user-centered development: early focus on users, empirical testing, iterative design; Different measures for evaluation: utility, efficiency, learn ability, user satisfaction; Models that inform human-computer interaction (HCI) design: attention, perception and recognition, movement, and cognition; Conceptual Design Process: perceived affordance, conceptual model, mental model, metaphor, interaction paradigm, interaction design, feedback, etc.; Social issues influencing HCI design and use: culture, communication, and organizations; Accommodating human diversity, including universal de-sign and accessibility and designing for multiple cultural and linguistic contexts; The most common interface design mistakes; User interface standards.

Pre-requisites
CSC212 Systems Analysis and Design

Delivery
Lectures, Practical Exercises, Group Discussions and assignment, Tutorials