



**Jordan University of Science and Technology**  
**Faculty of Computer & Information Technology**  
**Computer Science Department**

CS318 Human-Computer Interaction

First Semester 2020-2021

**Course Catalog**

3 Credit Hours. Various human-computer interaction topics, including tools and skills for user interface design, user experience design (UxD), Emotional Interaction, user interface software architecture, rapid prototyping and iterative design, Wireframes, evaluation techniques, and computer-supported cooperative work. The course focuses on User-centered design approach (UCD).

**Text Book**

<b>Title</b>	Interaction design beyond human computer interaction
<b>Author(s)</b>	Yvonne Rogers, Helen Sharp, Jennifer Preece
<b>Edition</b>	3rd Edition
<b>Short Name</b>	Textbook
<b>Other Information</b>	

**Course References**

Short name	Book name	Author(s)	Edition	Other Information
Dix	Human Computer Interaction	Alan Dix, Janet Finlay, Gregory Abowd, Russell Beale	3rd Edition	

**Instructor**

Name	<b>Miss Noor Zaghal</b>
Office Location	A1 L3
Office Hours	Sun : 13:00 - 13:30 Mon : 08:00 - 10:00 Mon : 11:30 - 12:45 Tue : 13:00 - 13:15 Wed : 08:00 - 10:00
Email	noorzaghal@just.edu.jo

Instructor	
Name	Dr. Mohammad Alsmadi
Office Location	C5 L-2
Office Hours	
Email	maalsmadi9@just.edu.jo

Class Schedule & Room
<p>Section 1: Lecture Time: Sun, Tue : 11:30 - 13:00 Room: منصة الكترونية</p> <p>Section 2: Lecture Time: Mon, Wed : 10:00 - 11:30 Room: منصة الكترونية</p> <p>Section 3: Lecture Time: Sun, Tue : 11:30 - 13:00 Room: منصة الكترونية</p> <p>Section 4: Lecture Time: Sun, Tue : 10:00 - 11:30 Room: منصة الكترونية</p>

Prerequisites		
Line Number	Course Name	Prerequisite Type
1732112	CS211 Data Structures	Prerequisite / Study

Tentative List of Topics Covered		
Weeks	Topic	References
Week 1	Interaction design basics	Ch1 From Textbook
Weeks 2, 3	The Human: Perception, auditory, haptic, movement, memory, reasoning, problem solving and emotions	Ch3 From Textbook, Ch1 From Dix
Weeks 3, 4	Emotional Interaction	Ch5 From Textbook
Weeks 4, 5	Conceptual Models, Metaphors and Interaction types	Ch2 From Textbook
Weeks 5, 6, 7	Interface Types	Ch6 From Textbook
Week 8	Data Gathering Methods	Ch7 From Textbook
Week 9	Data analysis, interpretation and presentation	Ch8 From Textbook
Week 10	The process of interaction design	Ch9 From Textbook

Week 11	Identifying needs and establishing requirements	<b>Ch10</b> From <b>Textbook</b>
Week 12	Design, prototyping and construction	<b>Ch11, Ch13</b> From <b>Textbook</b>
Week 13	Introducing Evaluation	<b>Ch12</b> From <b>Textbook</b>
Weeks 14, 15	Analytical evaluation	<b>Ch14, Ch15</b> From <b>Textbook</b>

<b>Mapping of Course Outcomes to Program Student Outcomes</b>	<b>Course Outcome Weight (Out of 100%)</b>	<b>Assessment method</b>
Explain guidelines, principles, and theories influencing human computer interaction. [1SO1, 1SO2, 1SO6]	20%	Mid Exam, Final Exam
Recognize how interactive products could be designed to include human diversity. [1SO1, 1SO2, 1SO6]	15%	Mid Exam, Final Exam
Design interactive products that are usable and bring users joy rather than frustration. [1SO1, 1SO2, 1SO5]	10%	Lab work, Final Exam
Conceptualize problems, select an appropriate interface metaphor, and choose the right interface type accordingly. [1SO1, 1SO2, 1SO5, 1SO6]	15%	Mid Exam, Final Exam
Apply established design principles and methodologies to solve HCI problems. [1SO1, 1SO2, 1SO5, 1SO6]	13%	Lab work, Final Exam
Conduct data gathering and data analysis techniques in order to define requirements and evaluate interactive products. [1SO1, 1SO2, 1SO5, 1SO6]	4%	Lab work
Design paper prototypes, low-fidelity mock-ups, and high-fidelity prototypes ? mainly mobile - based - and carry out user and expert evaluation of these interfaces. [1SO1, 1SO2, 1SO5, 1SO6]	23%	Lab work

<b>Relationship to Program Student Outcomes (Out of 100%)</b>					
SO1	SO2	SO3	SO4	SO5	SO6
28.75	28.75			17.08	25.42

<b>Evaluation</b>	
<b>Assessment Tool</b>	<b>Weight</b>
Mid Exam	20%
Lab work	30%
Final Exam	50%

<b>Policy</b>
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Attendance	Attendance is very important for the course. In accordance with university policy, students missing more than 20% of total classes are subject to failure. Penalties may be assessed without regard to the student's performance. Attendance will be recorded at the beginning or end of each class.
Homework/Lab	Students are expected to keep up with the material as it is presented and submit assignments on time.
Exams	All exams will be CLOSE-BOOK; necessary algorithms/equations/relations will be supplied as convenient. The date of the Exams will be scheduled later.

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