

Module Title:	Human Computer Interaction
Language of Instruction:	English
Credits:	10
NFQ Level:	6
Module Delivered In	1 programme(s)
Teaching & Learning Strategies:	The traditional lecture will be augmented with classroom based group exercises to copperfasten their understanding. A group based project will go through the process of designing an interface.
Module Aim:	To give the learner an understanding of the importance of the interface to the success of software and provide them with the skills needed to construct usable interfaces.
Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Understand the human factors involved in using interactive software applications.
LO2	Evaluate a user interface identifying good and bad aspects
LO3	Apply design principles to construct a good user interface
LO4	Have an understanding of various interface elements (both hardware and software) and their appropriate uses.
Pre-requisite learning	
Module Recommendations <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
Incompatible Modules <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
Co-requisite Modules	
No Co-requisite modules listed	
Requirements <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

Module Content & Assessment

Indicative Content
Interacting with Computers Understanding the user needs.
Human issues: Vision, hearing, memory, cognitive processing
Interface design: Elements, components, composition & interaction.
Interaction Modes and Interaction Devices Interaction Modes and Interaction Devices
Design principles and design rules Design principles and design rules
Interface evaluation techniques Interface evaluation techniques
Usability engineering Usability engineering
Domain research, use cases and prototypes Domain research, use cases and prototypes

Assessment Breakdown	%
Project	20.00%
Practical	30.00%
End of Module Formal Examination	50.00%

No Continuous Assessment

Project				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Students will in the lab design and create a multimedia application (LO 3,4) Students will in the lab design and create an interactive application (LO 1,3,4)	1,3,4	20.00	Sem 1 End

Practical				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Students will design a game interface as a group up to prototype stage.	1,2,3,4	30.00	Sem 1 End

End of Module Formal Examination				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Formal Exam	Terminal examination will include questions on all material covered.	1,2,3,4	50.00	End-of-Semester

ITCarlow reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Lecture	30 Weeks per Stage	2.00
Laboratory	30 Weeks per Stage	1.00
Estimated Learner Hours	30 Weeks per Stage	3.67
	Total Hours	200.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KCCGD_B	Bachelor of Science (Honours) in Computer Games Development	2	Mandatory