

# ZCOM H1202: Human Computer Interaction

Module Title:			Human Computer Interaction			
Language of Instruction:		n:	English			
Credits: 10		10				
NFQ Level:	(	6				
Module Delivered In			No Programmes			
Teaching & Learning Strategies:			This module will be delivered using lectures and continuous assessment consisting of student research and the development of practical solutions to existing problems.			
Module Aim:			To provide the student with a solid foundation in the area of Human Computer Interaction so that they can go on to develop their knowledge and skills in the area with the related modules that follow.			
Learning O	utcomes					
On success	On successful completion of this module the learner should be able to:					
LO1	Appreciate the vital role played by a correctly built interface in the usability of any product; be they physical products or computer based applications.					
LO2		preciate the evolution of Computer Interfaces and the resultant changes in methods of Human Computer Interaction from early days of computer use to modern days.				
LO3	Appreciate	and re	d recognise possible future developments in Interface and Interaction technologies.			
LO4		Understand the human factors that must be taken into account when designing Computer Interfaces and Human Computer Interaction paradigms.				
LO5	Know about a number of different approaches that can be used in the design of Computer Interfaces and the people involved in the design process.					
LO6	Know abou	about the processes involved in Usability Engineering and Usability Testing.				
LO7	Experience the practical application of the theory by creating real world solutions					
Pre-requisit	te learning					
	commendatic learning (or a		ical skill) that is recommended before enrolment in this module.			
No recommendations listed						
Incompatib These are n		n have	learning outcomes that are too similar to the learning outcomes of this module.			
No incompa	tible modules	listed				
Co-requisite Modules						
No Co-requisite modules listed						

**Requirements** This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.

No requirements listed



## ZCOM H1202: Human Computer Interaction

### **Module Content & Assessment**

### Indicative Content

The role and importance of the Computer Interface This topic will stress the vital role played by the interface

Existing, Developing and Possible Future Interfaces Formats; Methodologies; Devices; Awareness of on-going developments

Human factors to be considered The senses; Human memory limitations; How we process information; Ergonomics; Channels of human communication (text, voice, gesture etc)

Interface and Interaction Design Methodologies User involvement; Empirical approach; Predictive modelling approach etc

Usability engineering and usability testing Creating usable interfaces; Accessibility, Diversity and Inclusive Design

Assessment Breakdown	%	
Project	100.00%	

### No Continuous Assessment

Project					
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date	
Project	Exercise 1: This will involve researching specific examples of pre-existing Interfaces and examining how they have developed over time and why these changes have occurred. This exercise will evaluate LO1 and LO2. This exercise will be worth 10%	1,2	10.00	n/a	
Project	Exercise 2: This will involve researching the ongoing developments in the field of Interface development and Interaction paradigms and the student will be required to suggest their own novel methods of interaction. This exercise will evaluate LO3. This exercise will be worth 10%	3	10.00	n/a	
Project	Exercise 3: This exercise will span a number of lab sessions. It will require the student to develop suggested solutions for interfaces that can accommodate different human capabilities so as to allow users of different abilities to be able to use the same products. It will also require the student to create interface solutions using HTML, CSS and other technologies as appropriate. This exercise will evaluate LO4 and LO7. This exercise will be worth 20%	4,7	20.00	n/a	
Project	Exercise 4: This exercise will require the student to design, justify and present a novel interface to solve some existing or possible future interaction issue. The student will be required to produce: A Research Document; A Planning Document; A Design Document; Prototypes of their design and A Project Report. They will also be expected to give a formal presentation of their work. This exercise will reinforce all learning objectives of the module. This exercise will evaluate LO1, LO2, LO3, LO4, LO5, LO6 and LO7. This exercise will be worth 60%	1,2,3,4,5,6,7	60.00	n/a	

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment



## ZCOM H1202: Human Computer Interaction

## Module Workload

Workload: Full Time		
Workload Type	Frequency	Average Weekly Learner Workload
Lecture	Every Week	2.00
Lecture	Every Week	2.00
	Total Hours	4.00

Discussion Note:	TEST
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