ZCOM C1203: Human Computer Interaction

Module Title:	Human Computer Interaction
Language of Instruction:	English

Credits:	5

NFQ Level:	6

Module Delivered In	3 programme(s)

Teaching & Learning Strategies:	This module will be delivered using lectures, continuous assessment and practical work. Project work will consist 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 Outcomes	
On successful completion of this module the learner should be able to:	
LO1	Understand the history of human computer interaction and be aware of the technology and current trends in user interaction
LO2	Justify the vital role played by interfaces in the usability and accessibility of all products and understand the human factors that must be taken into account when designing computer interfaces
LO3	Understand needs of diverse users and evaluate and improve the accessibility of a existing user interfaces

Pre-requisite learning
Module Recommendations *This is prior learning (or a practical skill) that is recommended before enrolment in this module.*
No recommendations listed
Incompatible Modules *These are modules which have learning outcomes that are too similar to the learning outcomes of this module.*
No incompatible 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

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Module Content & Assessment

Indicative Content
The role and importance of the Computer Interface This topic will stress the vital role played by the interface. History and current trends
Human factors to be considered The senses; Memory; Models of cognition Ergonomics; Channels of human communication (text, voice, gesture etc)
Accessibility, Diversity and Inclusive Design: Assistive technologies, best practices and regulations
Interaction methodologies and technologies A review of interaction styles, input/output technologies, hardware strengths and limitations
Usability Usability heuristics, principles and standards

Assessment Breakdown	%
Continuous Assessment	30.00%
Project	30.00%
Practical	40.00%

Continuous Assessment

Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Examination	Assess knowledge and understanding of the role of human factors in interaction design	1,2	15.00	n/a
Examination	Assess knowledge and understanding of trends, usability and accessibility in interaction design	2,3	15.00	n/a

Project

Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Project	Evaluate the usability and accessibility of a well known website, identify changes to improve the website with respect to usability and accessibility. A report on findings will be produced in addition to a formal presentation	2,3	30.00	n/a

Practical

Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Practical/Skills Evaluation	A series of lab sessions supported by worksheets to examine and understand the role of human factors in new and existing interfaces.	1,2,3	40.00	Every Week

No End of Module Formal Examination

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

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Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Lecture	12 Weeks per Stage	2.00
Laboratory	12 Weeks per Stage	2.00
Independent Learning	15 Weeks per Stage	5.13
	Total Hours	125.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KCCGD_B	Bachelor of Science (Honours) in Computer Games Development	1	Mandatory
CW_KCIAD_B	Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design	1	Mandatory
CW_KCIAD_D	Bachelor of Science in Computing in Interactive Digital Art and Design	1	Mandatory

Discussion Note:	TEST