


AMOU UNIVERSITY
“A Vehicle for Peace and Development”
AMOU UNIVERSITY



FACULTY OF COMPUTING AND ICT

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY PROGRAMME

ACADEMIC YEAR 2015/ 2016

COURSE DESCRIPTION

BIT 416	Human Computer Interaction	
Contact Hours	39	
Pre-requisite	N/A	
Purpose/Aim	This course presents the principles of creating systems that are usable by and useful to human beings.	
Course Objective (Indicative Learning Outcomes)	<ul style="list-style-type: none"> • The learner can give an overview of the main criteria for system usability • The learner can apply human computer interaction principles to the design of user interfaces 	
Course Content	<ul style="list-style-type: none"> • Basic concepts <p>Usability paradigms and principles; The design process ; Design process models (RAD, Water fall, Star model); Models of the user in design; Dialogue notations and design; Models of the system; Design process models; Interaction frame work; Methods of evaluating designs and implementations</p> <ul style="list-style-type: none"> • Analyzing Activities <p>Data Gathering tools methods; command language and Wimp; Modeling user behavior; User support ; Metaphors; Computer-supported cooperative work and social issues</p> <ul style="list-style-type: none"> • Group ware 	
Learning & Teaching Methodologies	Lectures, tutorials and computer laboratory exercises	
Instructional Materials/Equipment	Classroom with audio visual aids Computer laboratory	
Course Assessment	Type	Weighting (%)
	Final Examination	60
	Mid Term Examination	20
	Assignment	10
	Attendance	10



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	Total	100	
Recommended Reading	Title	Author	Publisher
	Human-Computer Interaction	Alan Dix et al, .	Prentice Hall (2004).
Additional Reading	Human-Computer Interaction, 3 rd ed	Dix, Finlay, Abowd and Beale,	Prentice Hall; 2 nd edition(2003)
	Human Computer Interactions in the New Millennium	John M Carrol	Pearson Education (2002)
Other support material	Any other resources as as prescribed by the lecturer.		