Course Title	Human Computer Interaction				
Course Code	CSE340				
Course Type	Compulsory				
Level	Bachelor (1st cycle)				
Year / Semester	3rd Year / 5th Semester				
Teacher's Name	TBA				
ECTS	6	Lectures / week	3 hours / 14 weeks	Laboratories / week	None
Course Purpose and Objectives	The aim of this course is to provide the student with a basic knowledge of Human-Computer Interaction (HCI) and investigate specific issues involving HCI and user-interface design. Design methodologies for optimum Human Computer Interaction Systems and evaluation methods for HCI systems will be presented. Contemporary topics in HCI (i.e.-alternative human sensory channels for interacting with computers, GroupWare and customizable computer systems) will also be investigated.				
Learning Outcomes	Upon succesful completion of this course students should be able to: • Apply a variety of human computer interaction theoretical models. • Design a user interface from specification to completion. • Design a user manual for a substantial piece of software. • Describe non-WIMP interaction styles and their theoretical bases.				
Prerequisites	CSE200	Co-requisites	None		
Course Content	Introduction: What is HCI, Significance of proper HCI in computer systems. Capabilities and limitations of humans and computers – Input Output channels, information storing and information processing, reasoning. Psychology and the design of interactive systems. Models of interaction, Ergonomics, Interaction Styles, Universal Usability Design of HCI systems: Paradigms for Interaction, Principles to support Usability, The design process, design rules, usability engineering, Iterative design and prototyping. Models of the User/System in Design: Cognitive models, goal and task hierarchies, Linguistic models, physical and device models. Standard Formalisms, Interaction models, Status - Event Analysis. Task Analysis: Task decomposition, knowledge based analysis, Relationship based techniques.				

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<tr><td></td><td>Implementation Support:
Elements of windowing systems, user interface management systems.

Evaluation of an interaction system:
Goals of evaluation, evaluation styles, evaluating the design/implementation. Choosing an evaluation method.

Help and Documentation:
Requirements of User support. Approaches to user support, Intelligent help systems.

Contemporary topics in HCI:
Groupware: Introduction, Meeting and Decision support systems, Shared applications, Frameworks for Groupware. Computer-mediated communication.</td></tr>
<tr><td>Teaching Methodology</td><td>Face-to-face</td></tr>
<tr><td>Bibliography</td><td>Preece, J., Sharp, H. and Rogers, Y. (2015) Interaction Design, Wiley

Shneiderman, B., Plaisant, C., Cohen, M., Jacobs, S., Elmqvist, N. and Diakopoulos, N. (2016) Designing the User Interface: Strategies for Effective Human-Computer Interaction, Pearson.</td></tr>
<tr><td>Assessment</td><td><table><tr><td>Examinations</td><td>70%</td></tr><tr><td>Assignments</td><td>20%</td></tr><tr><td>Class Participation and attendance</td><td>10%</td></tr></table></td></tr>
<tr><td>Language</td><td>English</td></tr>
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