



<b>Course Code</b> MULT-363	<b>Course Title</b> Human Computer Interaction	<b>ECTS Credits</b> 6
<b>Department</b> Design and Multimedia	<b>Semester</b> Fall, Spring	<b>Prerequisites</b> MULT -161
<b>Type of Course</b> Major Requirement	<b>Field</b> Applied Multimedia	<b>Language of Instruction</b> English
<b>Level of Course</b> 1 <sup>st</sup> Cycle	<b>Year of Study</b> 2 <sup>nd</sup>	<b>Lecturer</b> Aimilia Tzanavari
<b>Mode of Delivery</b> face-to-face	<b>Work Placement</b> N/A	<b>Co-requisites</b> None

### Objectives of the Course:

The main objectives of this course are to:

- Examine the methodology (documented with references to theoretical models) of analysis, design, implementation and evaluation of Interactive Systems
- Explain the significance of taking into strict consideration the actual users of these systems, as well as the purpose of their use.
- Provide students with technical knowledge regarding the application of the relevant methodology (its steps/phases)
- Make students aware of the various approaches and techniques used in Usability evaluation, in order to make sure the system designed is: useful, usable and used often.

### Learning Outcomes:

After completion of the course students are expected to be able to:

1. identify the importance of considering the capabilities of users in the context of HCI
2. conduct 'User Needs and Requirements' analysis
3. critically evaluate and choose among the various data gathering techniques
4. set usability goals
5. design based on the extracted user requirements list and usability principles.
6. critically assess the various evaluation approaches and methods and when they are applicable.
7. iterate between design-evaluation until the desirable result is achieved.

### Course Contents:

1. Interaction Design
2. Understanding Users
3. Designing for Collaboration
4. Affective Aspects
5. Data Gathering
6. Data Analysis
7. Needs and Requirements
8. Design Prototyping and Construction
9. Evaluation
10. Usability Testing and Field Studies

### Learning Activities and Teaching Methods:

Lectures, Lab Presentations, Lab Tutorials, Practical Exercises and Assignments.

### Assessment Methods:

Mid-Term Examination, Assignments, Final Examination

**Required Textbook/Reading:**

<b>Authors</b>	<b>Title</b>	<b>Publisher</b>	<b>Year</b>	<b>ISBN</b>
Jennifer Preece, Yvonne Rogers, Helen Sharp	<i>Interaction Design: Beyond Human Computer Interaction</i> , 2 <sup>nd</sup> Edition	John Wiley & Sons	2007	0470018666

**Recommended Textbooks/Reading:**

<b>Authors</b>	<b>Title</b>	<b>Publisher</b>	<b>Year</b>	<b>ISBN</b>
Alan Dix, Janet Finlay, Gregory Abowd, Russell Beale,	<i>Human-Computer Interaction</i> , Second Edition,	Prentice Hall	2003	0130461091