

Name of the Programme: MCA

Course Code: CSA-526

Title of Course: Human Computer Interaction

Number of Credits: 4 (4L-0T-0P)

Effective from AY: 2022-23

<u>Prerequisites for the course</u>	Program Prerequisites	
<u>Objectives</u>	To build human-centered design skills, so that you have the principles and methods to create excellent interfaces with any technology.	
<u>Content</u>	Introduction: Human-Computer Interaction, The Power of Prototyping, Evaluating Designs, The Birth of HCI	8 hours
	Needfinding: Participant Observation, Interviewing, Additional Needfinding	8 hours
	Rapid Prototyping: Paper Prototyping and Mockups, Video Prototyping, Creating and Comparing Alternatives	10 hours
	Heuristic Evaluation: Heuristic Evaluation — Why and How? Design Heuristics	8 hours
	Direct Manipulation and Representations: Direct Manipulation, Mental Models, Representations Matters, Distributing Cognition	10 hours
	Visual Design and Information Design: Visual Design, Typography, Grids and Alignment, Reading and Navigating	8 hours
	Designing experiments: Designing Studies That You Can Learn From, Assigning Participants To Conditions, InPerson Experiments, Running Web Experiments, Comparing Rates.	8 hours
<u>Pedagogy</u>	Hands-on assignments / tutorials / peer-teaching / pair programming / presentations / mini-project	
<u>References/ Readings</u>	1. Alan Dix, Janet Finlay, Gregory D. Abowd, and Russell Beale, Human-Computer Interaction (3rd Edition), Pearson, 2004. 2. Ben Shneiderman and Catherine Plaisant, Designing the User Interface: Strategies for Effective HumanComputer Interaction (5th Edition), 5th ed., Pearson Addison-Wesley, 2009 3. Donald A. Norman, The Design of Everyday Things, Basic Books, 2002	
<u>Course Outcomes</u>	1. Learners will be introduced to the concepts in Human centered design skill.	