433-371 Interactive System Design

Credit Points:	12.50
Level:	3 (Undergraduate)
Dates & Locations:	2009, This subject commences in the following study period/s: Semester 2, - Taught on campus.
Time Commitment:	Contact Hours: Twenty-four hours of lectures and approximately 11 hours of tutorials Total Time Commitment: Not available
Prerequisites:	433-252 Software Engineering Principles and Tools, 433-253 Algorithms and Data Structures and 433-254 Software Design
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry. It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability
Coordinator:	Dr Leslie John Kitchen
Subject Overview:	Topics covered include user modelling, user centred design, user interface prototyping, usability evaluation, data visualisation, human perception, multi-modal interfaces, and environments for building multimedia applications.
Objectives:	On completion of this subject students should be familiar with a range of technical and human issues associated with the design and implementation of usable interactive systems; and to develop an understanding of the importance of user and system models in system design.
Assessment:	A multi-stage project during the semester, expected to take about 36 hours (30%); and a 3-hour end-of-semester written examination (70%). To pass the subject, students must obtain at least 50% overall, 15/30 in project work and 35/70 in the written examination.
Prescribed Texts:	None
Recommended Texts:	Information Not Available
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	On completion of this subject students should have: # an ability to apply knowledge of basic science and engineering fundamentals # an understanding of the social, cultural, global and environmental responsibilities of the professional engineer, and the need for sustainable development # an openness to new ideas and unconventional critiques of received wisdom

	# an international awareness and openness to the world, based on understanding and appreciation of social and cultural diversity and respect for individual human rights and dignity
Notes:	Credit may not be gained for both 433-371 Interactive System Design and 615-348 Human Computer Interaction (prior to 2001, 615-247). Students enrolled in the BSc (pre-2008 BSc), BASc or a combined BSc course will receive science credit for the completion of this subject.
Related Course(s):	Bachelor of Engineering (Computer Engineering) Bachelor of Engineering (Electrical Engineering) Bachelor of Engineering (Mechatronics) and Bachelor of Computer Science Bachelor of Engineering (Software Engineering)
Related Majors/Minors/ Specialisations:	Computer Science Computer Science Major