615-348 Human Computer Interaction

Credit Points:	12.50
Level:	3 (Undergraduate)
Dates & Locations:	2009, This subject commences in the following study period/s: Semester 1, - Taught on campus. Lectures and tutorials.
Time Commitment:	Contact Hours: Two lectures per week, and one tutorial per week Total Time Commitment: 120 hours total time commitment.
Prerequisites:	50 points of second year level subjects. Some familiarity with systems analysis and design would be an advantage.
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	Credit cannot be granted for both this subject and 433-371.
Core Participation Requirements:	It is University policy to take all reasonable steps to minimise the impact of disability upon academic study and reasonable steps will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact upon their active and safe participation in a subject are encouraged to discuss this with the relevant subject coordinator and the Disability Liaison Unit.
Coordinator:	Dr Wally Smith
Subject Overview:	This subject focuses on the analysis, design and testing of the usability and usefulness of information systems. As such, it complements many other Information Systems subjects that concentrate on business and organisational analysis and post implementation issues. A key focus is the IS development process and specifically, use and user-centered functions. Aspects of the following topics will be considered: theoretical foundations (conceptual theories, user characteristics, user modelling), and usability engineering (user-centered design, user needs analysis, participatory design and usability evaluation).
Objectives:	At the completion of this subject, student should: # have knowledge of the cognitive and social factors that can make interactive software effective; # understand and be able to apply user-centred design techniques; # be aware of the range of design principles and guidelines that can assist user interface designers, and understand the limitations of such guidelines; and # understand the advantages and disadvantages of usability engineering and various approaches available.
Assessment:	A single project (individual and/or group) totalling up to 6000 words due during the semester (50%); a 2-hour written examination in the examination period (50%). Satisfactory completion of both project work and the examination is necessary to pass the subject.
Prescribed Texts:	J Preece et al, Interaction Design: Beyond Human Computer Interaction John Wiley 2007
Breadth Options:	This subject potentially can be taken as a breadth subject component for the following courses: # **Bachelor of Arts (https://handbook.unimelb.edu.au/view/2009/D09)** # **Bachelor of Commerce (https://handbook.unimelb.edu.au/view/2009/F04)**

	# **Bachelor of Environments (https://handbook.unimelb.edu.au/view/2009/A04)** # **Bachelor of Music (https://handbook.unimelb.edu.au/view/2009/M05)** You should visit **learn more about breadth subjects (http://breadth.unimelb.edu.au/breadth/info/index.html)** and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Notes:	Students enrolled in the BSc (pre-2008 degree), BASc or a combined BSc course (except for the BSc/ BIS) will receive science credit for the completion of this subject