

SINF30004 Human Computer Interaction

Credit Points:	12.50
Level:	3 (Undergraduate)
Dates & Locations:	2010, Parkville This subject commences in the following study period/s: Semester 1, Parkville - Taught on campus. Lectures and tutorials.
Time Commitment:	Contact Hours: 1 x two hour lecture per week, and 1 x one hour tutorial per week Total Time Commitment: Estimated total time commitment of 120 hours
Prerequisites:	50 points of second year level subjects.
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	Credit cannot be granted for both this subject and 433-371 Interactive System Design (prior to 2010)
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 Frank Vetere, Dr Wally Smith
Contact:	Email: wsmith@unimelb.edu.au (mailto:wsmith@unimelb.edu.au) Email: f.vetere@unimelb.edu.au (mailto:f.vetere@unimelb.edu.au)
Subject Overview:	The usability and usefulness of technology are vital characteristics that contribute to its effectiveness. Human-Computer Interaction is a field concerned with the design of new technologies to be usable, useful and satisfying; with a focus on informational artefacts in work and leisure situations: MP3 players, aircraft cockpits, business software, car navigation tools, and so on. The subject covers techniques that are widely used in the IT industry: to conduct contextual analysis of how technologies are actually used; to design usable human interfaces; and to conduct evaluations of the usability of new designs. The theories behind these techniques are also covered including aspects of human cognition and the theory of natural design.
Objectives:	At the completion of this subject, student should: <ul style="list-style-type: none"> # have knowledge of the cognitive and social factors that can make interactive software effective; # understand and be able to apply key design principles and guidelines that can assist user interface designers, and understand the limitations of such guidelines; # understand and be able to apply techniques of contextual analysis around the present use of a technology; # understand and be able to develop a sound usability evaluation method for a particular design project.
Assessment:	A group project in two parts, with a first report (3000 words or equivalent) due mid-semester and second report (3000 words or equivalent) due at the end of 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:	<p>This subject potentially can be taken as a breadth subject component for the following courses:</p> <ul style="list-style-type: none"> # Bachelor of Arts (https://handbook.unimelb.edu.au/view/2010/B-ARTS) # Bachelor of Commerce (https://handbook.unimelb.edu.au/view/2010/B-COM) # Bachelor of Environments (https://handbook.unimelb.edu.au/view/2010/B-ENVS) # Bachelor of Music (https://handbook.unimelb.edu.au/view/2010/B-MUS) <p>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.</p>
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	<p>Students should develop the following generic skills:</p> <ul style="list-style-type: none"> # analysis and interpretation of complex real world situation # report writing # presentation skills
Notes:	This subject is available for science credit to students enrolled in the BSc (both pre-2008 and new degrees), BAsC or a combined BSc course (except for the BSc/ BIS).
Related Course(s):	Bachelor of Information Systems Bachelor of Science Bachelor of Science and Bachelor of Information Systems
Related Majors/Minors/Specialisations:	Science Informatics