

# SINF30004 Human Computer Interaction

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| <b>Credit Points:</b>                    | 12.50  |
| <b>Level:</b>                            | 3 (Undergraduate)  |
| <b>Dates &amp; Locations:</b>            | 2011, Parkville<br>This subject commences in the following study period/s:<br>Semester 1, Parkville - Taught on campus.<br>Lectures and tutorials.   |
| <b>Time Commitment:</b>                  | 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   |
| <b>Prerequisites:</b>                    | 50 points of second year level subjects.   |
| <b>Corequisites:</b>                     | None   |
| <b>Recommended Background Knowledge:</b> | None   |
| <b>Non Allowed Subjects:</b>             | Credit cannot be granted for both this subject and 433-371 Interactive System Design (prior to 2010)   |
| <b>Core Participation Requirements:</b>  | For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Students Experiencing Academic Disadvantage Policy, academic requirements for this subject are articulated in the Subject Description, Subject Objectives, Generic Skills and Assessment Requirements of this entry. The University is dedicated to provide support to those with special requirements. Further details on the disability support scheme can be found at the Disability Liaison Unit website: <a href="http://www.services.unimelb.edu.au/disability/">http://www.services.unimelb.edu.au/disability/</a> |
| <b>Coordinator:</b>                      | Assoc Prof Frank Vetere, Dr Wally Smith  |
| <b>Contact:</b>                          | Email: <a href="mailto:wsmith@unimelb.edu.au">wsmith@unimelb.edu.au</a> ( <a href="mailto:wsmith@unimelb.edu.au">mailto:wsmith@unimelb.edu.au</a> )  |
| <b>Subject Overview:</b>                 | Human-Computer Interaction is about the design of new technology to be usable, useful and satisfying. This is now a vital part of the IT industry for both work and leisure situations: MP3 players, aircraft cockpits, business software, car navigation tools, and so on.<br><br>Students will learn techniques that are widely used in industry: contextual analysis of how technologies are currently used; principles for designing usable human interfaces; and methods to evaluate the usability of new designs. Students will also learn the theory behind these techniques including aspects of human cognition and the theory of natural design. |
| <b>Objectives:</b>                       | At the completion of this subject, students should: <ul style="list-style-type: none"> <li># have knowledge of the cognitive and social factors that can make interactive software effective;</li> <li># understand and be able to apply key design principles and guidelines that can assist user interface designers, and understand the limitations of such guidelines;</li> <li># understand and be able to apply techniques of contextual analysis around the present use of a technology;</li> <li># understand and be able to develop a sound usability evaluation method for a particular design project.</li> </ul>                               |
| <b>Assessment:</b>                       | 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.  |
| <b>Prescribed Texts:</b>                 | J Preece et al, Interaction Design: Beyond Human Computer Interaction John Wiley 2007  |

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| <b>Breadth Options:</b>                       | <p>This subject potentially can be taken as a breadth subject component for the following courses:</p> <ul style="list-style-type: none"> <li># <b>Bachelor of Arts</b> (<a href="https://handbook.unimelb.edu.au/view/2011/B-ARTS">https://handbook.unimelb.edu.au/view/2011/B-ARTS</a>)</li> <li># <b>Bachelor of Commerce</b> (<a href="https://handbook.unimelb.edu.au/view/2011/B-COM">https://handbook.unimelb.edu.au/view/2011/B-COM</a>)</li> <li># <b>Bachelor of Environments</b> (<a href="https://handbook.unimelb.edu.au/view/2011/B-ENVS">https://handbook.unimelb.edu.au/view/2011/B-ENVS</a>)</li> <li># <b>Bachelor of Music</b> (<a href="https://handbook.unimelb.edu.au/view/2011/B-MUS">https://handbook.unimelb.edu.au/view/2011/B-MUS</a>)</li> </ul> <p>You should visit <b>learn more about breadth subjects</b> (<a href="http://breadth.unimelb.edu.au/breadth/info/index.html">http://breadth.unimelb.edu.au/breadth/info/index.html</a>) and read the breadth requirements for your degree, and should discuss your choice with your student adviser, before deciding on your subjects.</p> |
| <b>Fees Information:</b>                      | Subject EFTSL, Level, Discipline & Census Date, <a href="http://enrolment.unimelb.edu.au/fees">http://enrolment.unimelb.edu.au/fees</a>  |
| <b>Generic Skills:</b>                        | <p>Students should develop the following generic skills:</p> <ul style="list-style-type: none"> <li># analysis and interpretation of complex real world situation</li> <li># report writing</li> <li># presentation skills</li> </ul>  |
| <b>Notes:</b>                                 | 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).   |
| <b>Related Course(s):</b>                     | Bachelor of Science  |
| <b>Related Majors/Minors/Specialisations:</b> | <p>Science Informatics<br/>         Science credit subjects* for pre-2008 BSc, BASc and combined degree science courses</p>  |
| <b>Related Breadth Track(s):</b>              | <p>Information and the Web<br/>         Human Centred Computing<br/>         Informatics A</p>   |