

# Human-Computer Interaction

Department of Electrical Engineering  
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# Syllabus Outline

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- Foundations of Human Computer Interaction:  
Overview of Human Computer Interaction (HCI), Human, Computer, Interaction
- Process of HCI Design  
HCI Design Activities, User Modelling & Task Analysis, Data Gathering Techniques, Design Techniques, Prototyping, Evaluation
- HCI Design Examples:  
Menu, Fill-in Form, Icon, Web, Speech, New Design Considerations & Directions

# Intended Learning Outcomes

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On successful completion of this course, you will

- Identify and recognize **fundamental aspects** of **HCI**
- Explain the importance of HCI
- Understand the basic theoretical knowledge in interaction design
- Differentiate between a **good** or **bad design**
- Criticize and justify the **usability** of things used in daily life based on HCI principles and knowledge
- Generate design ideas and apply evaluation techniques for various interfaces

# Teaching Pattern

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Date	LT-8 (YEUNG)
5 Sep.	Lecture/Discussions/Exercises
12 Sep.	Lecture/Discussions/Exercises
19 Sep.	Lecture/Discussions/Exercises
26 Sep.	Lecture/Discussions/Exercises
3 Oct.	Presentation
10 Oct.	Presentation
17 Oct.	Lecture/Presentation
24 Oct.	Lecture/Discussions/Exercises
31 Oct.	Lecture/Discussions/Exercises
7 Nov.	Lecture/Discussions/Exercises
14 Nov.	Lecture/Discussions/Exercises
21 Nov.	Lecture/Discussions/Exercises/Test?
28 Nov.	Lecture/Discussions/Exercises

# Assessment

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**Coursework:** 40%

- Assignment & Presentation: 10%
- In-Class Exercises (**at random**) 10%
- Group Project: 10%
- Test: 10%

**Examination:** 60%

To pass the course, **at least 30%** of coursework **AND** examination marks are required.

**Act of academic dishonesty (e.g., plagiarism, submission for assessment of material that is not your own work) will be liable to disciplinary actions**

# Book List

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1. J.Preece, Y.Roger and H.Sharp, *Interaction Design: Beyond Human-Computer Interaction*, Wiley (5th Edition, 2019)
2. D.Norman, *The Design of Everyday Things*, Doubleday (1990)
3. D.D.McCracken and R.H.Wolfe, *User-Centered Website Development: A Human-Computer Interaction Approach*, Prentice-Hall (2004)
4. A.Dix, J.E.Finlay, G.D.Abowd and R.Beale, *Human-Computer Interaction*, Prentice-Hall (3rd Edition, 2004)
5. D.Mayhew, *Principles and Guidelines in Software User Interface Design*, Prentice-Hall (1992)
6. B.Shneiderman, C.Plaisant, M.Cohen, S.Jacobs, N.Elmqvist and N.Diakopoulos, *Designing the User Interface: Strategies for Effective Human-Computer Interaction*, Pearson (6th Edition, 2017)