

<b>ICS 463 : Introduction to Human-Computer Interaction Design (3 cr.)</b>			
<b>Description</b>	Application of concepts and methodologies of human factors, psychology and software engineering to address ergonomic, cognitive, and social factors in the design and evaluation of human-computer systems.		
<b>Prerequisites</b>	<a href="#">331</a> (or concurrent),		
<b>Learning Objectives</b>	<ul style="list-style-type: none"> <li>● appreciate the cognitive, social, and cultural theories that underlie the area of human-computer interaction</li> <li>● be familiar with various heuristics for evaluating user interfaces</li> <li>● be able to apply various analytical methods to the design and evaluation of user interfaces</li> <li>● be able to apply the user-centered design methodology to the design of interactive software</li> <li>● be able to apply various empirical techniques, including ethnographic field techniques and usability testing, to the design and evaluation of interactive software</li> </ul>		
<b>Topic List</b>	<b>#</b>	<b>Topic</b>	<b>Lecture Hours</b>
	1	Introduction	3.0
	2	Cognitive frameworks; user-centered design	3.0
	3	Perception; requirements and analysis	3.0
	4	Attention; structured design	3.0
	5	Knowledge; design processes	3.0
	6	Metaphors and models; guidelines and metrics	3.0
	7	Learning in context; prototyping	3.0
	8	Social and organizational issues; evaluation and data	3.0
	9	Input/output technology; experiments and benchmarking	3.0
	10	interaction styles and windowing systems; interpretive evaluation	3.0
	11	User support; predictive evaluation	3.0
12	Collaborative work; comparison of methods	3.0	