UNIVERSITY OF THE FRASER VALLEY

OFFICIAL UNDERGRADUATE COURSE OUTLINE (page 1)

COURSE IMPLEMENTATION DATE:	May 2004
COURSE REVISED IMPLEMENTATION DATE:	September 2013
COURSE TO BE REVIEWED:	February 2018
(six years after UEC approval)	*(month, year)*

OFFICIAL UNDERGRADUATE COURSE OUTLINE INFORMATION

Students are advised to keep course outlines in personal files for future use.
Shaded headings are subject to change at the discretion of the department – see course syllabus available from instructor

CIS 386	**Computer Information Systems**	**3**
COURSE NAME/NUMBER	FACULTY/DEPARTMENT	UFV CREDITS

Human Computer Interaction
COURSE DESCRIPTIVE TITLE

CALENDAR DESCRIPTION:

Human Computer Interaction (HCI), Human Factors engineering, and Ergonomics are overlapping domains concerned with the study of human capabilities and limitations and their relationship to things, processes, and work environments. This course provides a broad overview of these fields with an emphasis on HCI. Key topics include human-computer interface development, user-centered design, and usability evaluation. Students learn principles of work and system design that help to improve system performance and reliability.

PREREQUISITES: CIS 285. Acceptance to the CIS degree program. (Students accepted in Computing Science minor may register with permission of the department.)

COREQUISITES:

PRE or COREQUISITES:

SYNONYMOUS COURSE(S):
(a) Replaces:
(b) Cross-listed with:
(c) Cannot take: for further credit.

SERVICE COURSE TO: *(department/program)*

TOTAL HOURS PER TERM: **45**

STRUCTURE OF HOURS:

Lectures:	**45**	Hrs
Seminar:		Hrs
Laboratory:		Hrs
Field experience:		Hrs
Student directed learning:		Hrs
Other (specify):		Hrs

TRAINING DAY-BASED INSTRUCTION:
Length of course:
Hours per day:

OTHER:
Maximum enrolment: **35**
Expected frequency of course offerings: Once per year
(every semester, annually, every other year, etc.)

WILL TRANSFER CREDIT BE REQUESTED? (lower-level courses only)	☐ Yes	☐ No
WILL TRANSFER CREDIT BE REQUESTED? (upper-level requested by department)	☐ Yes	☒ No
TRANSFER CREDIT EXISTS IN BCCAT TRANSFER GUIDE:	☐ Yes	☒ No

Course designer(s):	**Paul Kroeker**		
Department Head:	**Dan Harris**	Date approved:	**February 3, 2012**
Supporting area consultation (Pre-UEC)		Date of meeting:	**February 24, 2012**
Curriculum Committee chair:	**Norm Taylor**	Date approved:	**April 20, 2012**
Dean/Associate VP:	**Ora Steyn**	Date approved:	**May 4, 2012**
Undergraduate Education Committee (UEC) approval		Date of meeting:	**May 23, 2012**

LEARNING OUTCOMES:

Upon successful completion of this course, students will be able to:

- Demonstrate a general understanding of the basic concepts of human factors and ergonomic cognitive psychology
- Apply basic design principles to develop systems
- Evaluate systems for usability
- Identify and correct human error related causes of systems failure
- List industry examples of codes/standards/practices regarding human factors
- Evaluate HFE published research

METHODS: *(Guest lecturers, presentations, online instruction, field trips, etc.)*

A combination of lecture and guided practice. Students will examine case studies and research topics. Students will work in groups to solve problems (problem based learning). Students will demonstrate their abilities to meet course objectives by in class and electronic participation, completion of assignments, and writing exams.

METHODS OF OBTAINING PRIOR LEARNING ASSESSMENT RECOGNITION (PLAR):

☒ Examination(s) ☒ Portfolio assessment ☒ Interview(s)

☐ Other (specify):

☐ PLAR cannot be awarded for this course for the following reason(s):

TEXTBOOKS, REFERENCES, MATERIALS:

[Textbook selection varies by instructor. An example of texts for this course might be:]

Interaction Design: Beyond Human-Computer Interaction 3rd Ed
Preece, Rogers, Sharp

The Inmates are Running the Asylum
Cooper, Alan

SUPPLIES / MATERIALS:

STUDENT EVALUATION: *[An example of student evaluation for this course might be:]*

Online discussion	10%
Group activities	25%
Research paper	25%
Final exam	40%

COURSE CONTENT: *[Course content varies by instructor. An example of course content might be:]*

What is Interaction Design?
Understanding and Conceptualizing Interaction
Cognitive Aspects
Social Interaction
Emotional Interaction
Interfaces
Data Gathering
Data Analysis, Interpretation and Presentation
The Process of Interaction Design
Establishing Requirements
Design, Prototyping, and Construction
Evaluation Framework
Evaluation Studies: From Controlled to Natural Setting