



**AMERICAN UNIVERSITY  
OF CYPRUS**

<b>Course Code</b> CSC209	<b>Course Name</b> Human – Computer Interaction	<b>ECTS Credit</b> 5
<b>Pre-Requisite</b>	<b>Course Type</b> Compulsory	<b>Language of Instruction</b> English
<b>Year of Study</b> 2 <sup>nd</sup> / 4 <sup>th</sup>	<b>Level of Course</b> BSc/1st Cycle	<b>Mode of Delivery</b> On Campus

**Course Objectives:**

The aim of the course is to understand the importance of designing easy-to-use interfaces as part of a system design, as well as understanding the methods of designing, developing and evaluating interfaces.

**Learning Outcomes:**

After successful completion of the course, students will be able to:

- Know the theoretical background and technological evolution of Human-Computer Interaction
- Understand the problems that arise in user and PC interaction
- Implement and design user interfaces
- Evaluate user interfaces and implement easy-to-use interactive systems in different environments

**Teaching Methodology:**

Lectures 42 hours

Labs 30 hours

**Course Content**

Subject and scientific areas

Usability of interactive systems

Interaction devices

Styles and Interaction: Technologies.

Principles of designing interfaces

Theoretical Models (Quadruple Model, GOMS Approach, Stage Mode Model)

Human-centered Design

Variations of anthropocentric design (Ethnographic observation, Participatory design)

Interface design evaluation

Interfaces in natural language – Voice interfaces

Collaborative processes and social media

Site-centric design of websites

Design of portable device interfaces

**Assessment Methods:**

Final Exam

Mid-Term/Lab Exam

Assignments

**Required Textbooks/Reading:**

<b>Title</b>	<b>Author(s)</b>	<b>Publisher</b>	<b>Year</b>
User Interface Design	B. Shneiderman, C. Plaisant	Tziola Publishing	2010
Designing the User Interface: Strategies for Effective Human Computer Interaction	B. Shneiderman, C. Plaisant, M. Cohen, S. Jacobs, N. Elmqvist, N. Diakopoulos	Pearson	2016