Human–Computer Interaction (CITS3201)

6 points / Semester 1
Location: UWA (Crawley)

Handbook Description

The roots of human–computer interaction (HCI) are to be found in human factors, software engineering, psychology and computer science. The importance of the user is emphasised throughout this unit as integral to the design process. The unit highlights the importance of software engineering principles and other relevant areas including research methods (evaluation) and hardware and software design to scientifically acceptable criteria. There are five parts to the unit: (1) The first part introduces interaction design, relates it to user experience and usability and gives an overview of the process of design. (2) The second part concentrates on human factors such as understanding users, designing for collaboration and communication and affective aspects such as enjoyment. Students consider how to encourage certain responses such as the desire to learn from, or the tendency to trust, a system. (3) The third part looks at how requirements are gathered for a system. This includes data gathering, data analysis, interpretation and presentation. (4) The process of interaction design is the subject of the fourth part. Students examine the main principles of a user-centred approach. They develop a life cycle model of interaction design and look at prototyping and construction. The use of scenarios and prototypes in design is explained. (5) The final part covers evaluation. An evaluation framework is presented and students discuss usability testing, field studies and analytical evaluation.

Prerequisites: (one of CITS1200 Java Programming, CITS1210 C Programming, CITS1220 Software Engineering) or CITS1005 Computing for Engineers and Scientists

Corequisites:

Unit Aims

Students gain exposure to the principal concepts and technologies behind today’s interactive systems. They acquire practical skills that enable them to design and evaluate interactive interfaces.
Teaching Staff

Unit Co-ordinator: Assoc Prof Mark Reynolds

Textbook

Contact Hours

38 (lectures: 26 hrs; tutorials/labs: 12 hrs)

Assessment

This comprises individual projects, a mid-semester test and one final two-hour written examination. The examination assesses the students' understanding of the theoretical, and some practical aspects, of specifying, implementing and evaluating user interfaces. The lectures, tutorials and projects are used to encourage an approach to learning that involves their active participation. This is to provide them with skills to continue developing their knowledge and understanding of HCI once they have completed the unit. Supplementary assessment is not available in this unit except in the case of a bachelor's pass degree student who has obtained a mark of 45 to 49 and is currently enrolled in this unit, and it is the only remaining unit that the student must pass in order to complete the course.

Unsatisfactory Progress

Any student who does not demonstrate satisfactory progress in this unit, as defined in the FECM Policy on Assessment Practices and Procedures, may be refused admission to the final examinations. The final deadline for notification of unsatisfactory progress is the last day of Week 10.

Penalties

The School of Computer Science and Software Engineering has adopted a policy on minimum penalties for late items of assessment. This is the default policy of all units unless indicated otherwise, in writing, by the specific unit coordinator.

This policy shall apply to all items of continuous assessment, whether submitted either physically or electronically. Immediately after the submission deadline for an item of continuous assessment, a penalty of 20 percent will be applied PER DAY or PART THEREOF. The minimum mark possible for late submission is zero. The percentage is based on the item’s total contribution to the unit’s assessment. For example, a project contributing 40% to the unit’s assessment will incur a penalty of 8 marks for each day late until it is submitted or a mark of zero results.
A more detailed description is given in this School’s Policy on Late Submission. The Faculty does have an appeals procedure, the details of which can be found at the Policy for Appeals.

**Plagiarism**

Plagiarism is broadly defined to be when any portion of the work presented for assessment, can be attributed to another party. The student making the submission should acknowledge what aspects of the presented work is not directly derived by them. For the purposes of plagiarism it is irrelevant that you have been given permission by someone to copy their work and present it as your own.

You are directed to the School of Computer Science and Software Engineering Policy on Plagiarism and the Faculty of Engineering, Computing and Mathematics Policy on Plagiarism.

**Academic Conduct Essentials (ACE)**

All students who have not previously been enrolled at UWA are required to complete a short compulsory online module called Academic Conduct Essentials (ACE) within the first 10 weeks of semester. ACE introduces students to essential knowledge regarding ethical scholarship, helps prepare them for the expectations of their university career and informs them of correct academic conduct.

The unit can be accessed via WebCT. The final unit quiz must be completed with a mark of 80% or greater. Students may attempt the quiz as many times as they wish to gain the required pass mark. Completion of the unit will be recorded as an Ungraded Pass (UP) on students’ academic records. Non-completion (NC) within the required timeframe will also be documented on formal academic records. More information on ACE is available at ace.uwa.edu.au

**Special Consideration**

Applications for consideration, deferral of tests or exams or extensions of time for assignments on medical, personal or other grounds must be lodged with the faculty office no later than three working days after the due date for the assessment in question. This rule will apply to all students, except in exceptional circumstances.

**Faculty Marks Adjustment Policy**

Final assessment is subject to the Faculty Scaling Policy.

**Supplementary Examinations**

Supplementary examinations will be awarded in accordance with Faculty Policy on supplementary assessment.
Student Rights

The University’s charter of student rights is available at http://www.secretariat.uwa.edu.au/home/policies/charter

Academic misconduct

The University of Western Australia strongly supports teaching and learning that promotes academic literacy and ethical scholarship for all students. As part of this commitment, UWA has recently developed new guidelines relating to Academic Misconduct (including plagiarism). It is also developing a range of resources for students and staff to further strengthen academic literacy and ethical scholarship at UWA. Further details are available on the Teaching and Learning website.