[Course Title] Human-Computer Interaction

[Course Code] COMP4461

[No. of Credits] 3

[Any pre-/co-requisites] COMP 2011

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Course Description

[Briefly describe the course content, key topics or themes, objectives, methods of instruction, e.g., lectures, discussions, projects].

This course is a broad introduction to Human-Computer Interaction (HCI), with an emphasis on techniques, models, theories, and applications for designing, prototyping, and evaluating current and future interactive systems for human use. HCI is an interesting and important area of study, providing the human perspective to computing. Besides technology and innovation, it also touches on issues like ethics and social responsibilities related to technologies in the real world. Selected topics include multimodal interaction design, usability evaluation, computer-supported cooperative work, assistive technologies, social computing, crowd computing, ubiquitous/mobile computing, virtual/augmented reality and gaming, agents and robots, and HCI applications in various domains such as education, health, urban sustainability, scientific discoveries, etc. The course consists of lectures, tutorials, group and individual projects, and exams.

Assessments:

[List specific assessed tasks, exams, quizzes, their weightage]

Assessment Task	Contribution to Overall Course grade (%)
Mid-Term	35%
Video Paper	10%
Group Projects	45%
Participation + Bonus	10%

Required Texts and Materials

[List required textbooks, readings, and any other materials]

REQUIRED:

- [Interaction Design: beyond human-computer interaction (Wiley, 4th Edition)](#)
  Helen Sharp, Yvonne Rogers, and Jenny Preece

- [The UX Book: Process and guidelines for ensuring a quality user experience (Morgan Kaufmann, Elsevier)](#)
  Rex Hartson and Pardha S. Pyla

OPTIONAL:

- [Research methods in human-computer interaction (Morgan Kaufmann, Elsevier, 2nd Edition)](#)
  Jonathan Lazar, Jinjuan Heidi Feng, and Harry Hochheiser
- [Human-Computer Interfaces (4th Edition)](#)
  Alan Dix

[Optional] Additional Resources

[List any additional resources, such as online platforms, library resources, etc.]