

ST. ANN'S COLLEGE OF ENGINEERING & TECHNOLOGY: CHIRALA
DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING
LESSON PLAN

Subject: HUMAN COMPUTER INTERACTION

Academic Year: 2017-18

Name: Dr.P.HARINI

Year&Sem/Section: IV-II SEM 'A'

No.of Lectures per week: 4 + 1*(TUTORIAL)			
S.No.	UNITS	TOPICS	NO.OF HRS. REQUIRE D
1	I	<p>Introduction: Usability of Interactive Systems- introduction, usability goals and measures, usability motivations, universal usability, goals for our profession.</p> <p>Managing Design Processes: Introduction, Organizational design to support usability, Four pillars of design, development methodologies, Ethnographic observation, Participatory design, Scenario Development, Social impact statement for early design review, legal issues, Usability Testing and Laboratories.</p>	10
2	II	<p>Menu Selection, Form Fill-In and Dialog Boxes: Introduction, Task- Related Menu Organization, Single menus,Combinations of Multiple Menus, Content Organization, Fast Movement Through Menus, Data entry with Menus: Form Fill-in, dialog Boxes, and alternatives, Audio Menus and menus for Small Displays</p>	6
3	III	<p>Command and Natural Languages: Introduction, Command organization Functionality, Strategies and Structure, Naming and Abbreviations, Natural Language in Computing.</p> <p>Interaction Devices: Introduction, Keyboards and Keypads, Pointing Devices, Speech and Auditory Interfaces, Displays- Small and large.</p>	8
4	IV	<p>Quality of Service: Introduction, Models of Response-Time impacts, Expectations and attitudes, User Productivity, Variability in Response Time, Frustrating Experiences</p> <p>Balancing Function and Fashion: Introduction, Error Messages, Nonanthropomorphic Design, Display Design, Web Page Design, Window Design, Color</p>	10
5	V	<p>User Documentation and Online Help: Introduction, Online Vs Paper Documentation, Reading from paper Vs fromDisplays, Shaping the content of the Documentation, Accessing the Documentation, Online tutorials and animated documentation, Online communities for User Assistance, The Development Process</p>	7
6	VI	<p>Information Search: Introduction, Searching in Textual Documents and Database Querying, Multimedia Document Searches, Advanced Filtering and Searching Interfaces</p> <p>Information Visualization: Introduction, Data Type by Task Taxonomy, Challenges for Information Visualization</p>	7
Total No.of Hrs. Required:			48

Text Books:

- 1.Designing the User Interface, Strategies for Effective Human Computer Interaction, 5ed, Ben Shneiderman, Catherine Plaisant, Maxine Cohen, Steven M Jacobs, Pearson
- 2.The Essential guide to user interface design,2/e, Wilbert O Galitz, Wiley DreamaTech.

Reference Books:

- 1.Human Computer, Interaction Dan R.Olsan, Cengage ,2010.
- 2.Designing the user interface. 4/e, Ben Shneidermann , PEA.
- 3.User Interface Design, SorenLauesen , PEA.
- 4.Interaction Design PRECE, ROGERS, SHARPS, Wiley.

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