



Course Descriptor

MIFS460 Human Computer Interaction

Proposed Academic Year	2021/ 2022	Last Reviewed Academic Year	2020/2021
Course Code	MIFS460	Course Title	Human Computer Interaction
Credit hours	3	Level of study	Undergraduate- Year Two
College / Centre	COBA	Department	MIFS
Co-requisites	None	Pre-requisites	None

1. COURSE OUTLINE

This is an introduction course to the field of Human-Computer Interaction. Students learn practical principles and guidelines required to create quality interface designs that users can easily understand, predict, and control. It covers theoretical foundations and design processes.]

2. AIMS

[The course aims to equip the students with the appropriate knowledge that is needed to understand the field of Human-Computer Interaction.]

3. LEARNING OUTCOMES, TEACHING, LEARNING and ASSESSMENT METHODS

Learning Outcomes (Definitive)	Teaching and Learning methods (Indicative)	Assessment (Indicative)	Graduate Attribute
Upon successful completion of this course, students will be able to: 1. Demonstrate general understanding of the Human Computer Interaction (HCI) field	e.g., lectures, online videos tutorials and seminars, online group discussions using LMS, independent readings, individual or group work, presentation.	e.g., tests, assignments, individual or group project, participation	Knowledge of a discipline. Global insight. Adaptability to changing environments.
2. Describes practical techniques and guidelines for effective interface designs	e.g., lectures, online videos tutorials and seminars, online group discussions using LMS, independent readings, individual or group work, presentation.	e.g., tests, assignments, individual or group project, participation	Knowledge of a discipline. Commitment to national development and Omani ethical values. Innovative spirit. Adaptability to changing environments.
3. Apply practical techniques and guidelines for effective interface designs	e.g., lectures, online videos tutorials and seminars, online group discussions using LMS, independent readings, individual or group work, presentation.	e.g., tests, assignments, individual or group project, participation	Knowledge of a discipline. Commitment to national development



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			and Omani ethical values. Innovative spirit. Global insight. Adaptability to changing environments.
4. Evaluate the effectiveness of interactive systems	e.g., lectures, online videos tutorials and seminars, online group discussions using LMS, independent readings, individual or group work, presentation.	e.g., tests, assignments, individual or group project, participation	Knowledge of a discipline. Commitment to national development and Omani ethical values. Innovative spirit. Global insight. Adaptability to changing environments.

4. ASSESSMENT WEIGHTING

Assessment	Percentage of final mark (%)
Mid-term Exam	30
Final Exam	30
Assignments	30
Participation	10
TOTAL	100%

5. ACHIEVING A PASS

Students will achieve 3 credit hours for this course by achieving a minimum overall score of 50%
NB *Ensure that ALL learning outcomes are taken into account

6. COURSE CONTENT (Indicative)

LECTURE TOPIC	TIME (HOURS)
Part 1: Introduction	15
1. Usability of Interactive Systems	
2. Universal Usability	
3. Guidelines, Principles, and Theories	



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