INSTITUTIONAL COURSE SYLLABUS TEMPLATE

Course Code: SE365	Course Title: Human Computer Interaction
Course Instructor: Dr. Hazleen Aris	Email: hbintiaris@psu.edu.sa
Credit Hours: 3 (3, 1, 0)	Course Location: Female campus
Scheduled Office Hours: By appointment, online or offline. Please email me for appointment.	
Office Location: W311	
Co-Requisite: None	Pre-Requisite: CS210
On Campus or Online: On campus	

Mission Statement

The Bachelor of Software Engineering Program aims to prepare world-class software engineering graduates through an academic environment that promotes professional skills, ethical behavior, life-long learning, research and service to the community.

I. Course Description: This course covers the introduction to the concepts underlying the design of human-computer interaction: usability, direct manipulation, systematic design methods, user conceptual models and interface metaphors, design languages and genres, human cognitive and physical ergonomics, information and interactivity structures, design tools and environments. This course teaches how HCI affects the overall design of interfaces. The course covers four major parts: the foundation, the design process, models and theories, and thinking outside the box.

Course Objective: The course exposes students from user's perspective of any interactive systems or product. Students will learn about user interaction/interface design, user centered design process, prototyping and different types of evaluation.

II. Course Learning Outcomes: On the successful completion of this course, students will be able to demonstrate the following:

Skills	Course Learning Outcomes
Knowledge & Understanding	CLO1: Describe various concepts that take into place when designing usable interactive computer systems

Skills	Course Learning Outcomes
	CLO2: Recognize human factors, needs and issues in user interaction design
Skills	CLO3: Apply user-centered approach to interaction design by following guidelines, design rules and principles CLO4: Interpret and analyze the results of various evaluation techniques to improve user experience design
Values	CLO5: Engage team collaboration by incorporating a user centered design approach

III. Tentative Weekly Course Schedule: (Should mention the specific course topics to be covered within the semester) *May change to accommodate guest presenters & student needs*.

WEEK	UNIT/ TOPIC	CLO(s) alignment	STUDENT TASKS (assignments, readings, exams, quizzes, presentations, et cetera)	Number of Contact hours
1	Introduction to HCI	CLO1	Attendance, tutorials, midterm/major exam, project preparation and presentation	4
2	Cognitive Aspects	CLO1, CLO2		4
3	Emotional Interaction	CLO1, CLO2		4
4	Interaction and Interfaces	CLO2		4
5	The process of interaction design	CLO3, CLO5		4
6	Establishing requirements	CLO3, CLO5		8
7				
8	Design principles and guidelines	CLO3, CLO5		4
9	Design, prototyping and construction	CLO3, CLO4, CLO5		8
10				
11	Evaluation	CLO4, CLO5		6
12	Project Preparation	CLO5		8
13				
14	Project Presentation	CLO5		4
15	Advanced Topics (AI in Human-Computer Interaction, Intelligent User Interfaces (IUI), Conversational Interfaces (Chatbots, Voice UI))	CLO1		2
16	FINAL EXAMINATION			
17				

IV. Student Assessment & Teaching Strategies:

Assessment Task (Indicate the kind of assessment tasks to be used to measure student learning in each of the learning domains, for example, quizzes, oral examinations, group work, etc.).
Teaching Strategies: (Please indicate the teaching and student activities to be used to develop the kinds of learning involved in each learning domain. Also, research specialized Information about Best Teaching Practices for the particular course/field).

Domain	Assessment Task	Teaching Strategy
Knowledge CLO1, CLO2	Midterm/major exam, tutorial, project (part 1), final	Lectures, tutorials and projects
Skills CLO3, CLO4	Tutorial, project (part 2), final	Lectures, tutorials and projects
Values CLO5	Project (part 1), project (part 2)	Lectures, tutorials and projects

V. Course Requirements

[Whatever tasks and assignments you include in your course should be aligned with the specified learning outcomes (final learning, skills, knowledge, attitudes, and values the students leave the course with) you have defined and specified earlier.
These requirements should be consistent with the course specification on file for the particular department.]

VI. Schedule of Assessment

(Specify the schedule/date of assessment & proportion of assessment, and attach related rubrics for each assessment if applicable. For examples of rubrics, visit www.irubrics.com. The schedule should be consistent with the academic calendar. Any significant changes should be avoided. If significant changes are made, academic leaders should be informed in writing, and students should be given a new schedule of assessment table).

Assessment	Assessment Task	Week Due	Proportion of Final Assessment (%)
1	Attendance (0-4 absences: 5/5, then every absence gets -0.5)	-	5
2	Class activities/tutorials	Throughout	10
3	Midterm	Week 6	20
4	Project (part 1)	Week 7	10
5	Project (part 2)	Week 13	15
6	Final Exam	Week 16	40

VII. Learning Resources

A. References - required text, essential references, recommended books, electronic materials, websites, and other learning materials. Please indicate proper bibliographic entry).

- Primary Textbook:
  Interaction Design Beyond Human-Computer Interaction. 5th Ed. By Sharp, H., Preece, J. and Roger, Y. (2019). Publisher John Wiley & Sons Ltd

- Optional Textbook:
  Benyon, D. (2018). Designing User Experience:A Guide to HCI, UX and Interaction Design. 4th Ed. Pearson.
  Shneiderman, B., Plaisant, C., Cohen, M. S., Jacobs, S., Elmqvist, N., & Diakopoulos, N. (2016). Designing the user interface: strategies for effective human-computer interaction. Pearson
  Amershi, S., et al. (2019). Guidelines for Human-AI Interaction, Proceedings of the ACM CHI Conference

B. Facilities Required – (online – laptop/internet, lecture room, computing resources, laboratories, others)

- Lecture room
- Computing resources

C. EDU-HUB Platform – The platform will be used for all online education experiences at PSU. It supports a variety of methods to support the teaching and learning strategies across all disciplines. It also includes the learning management system (LMS) available at https://lms.psu.edu.sa

D. Writing and Tutoring Center – Students are highly advised to use the Writing and Tutoring Center's academic services by booking tutoring/writing appointments through the **booking system:** (https://psu.mywconline.net/)

E. Examsoft – As and when needed, this digital tool will be used for all exams. Please make sure to download the app to your personal devices.

VIII. Classroom Policies

A. Academic Integrity Policy (e.g., plagiarism or dishonesty)
"Plagiarism can be defined as unintentionally or deliberately using another person's or entity's writing or ideas as though they are one's own. Plagiarism includes, but is not limited

to, copying another individual's or entity's work, or AI tool's product such as codes and taking credit for it, paraphrasing information from a source without proper documentation, and mixing one's own words with those of another author without attribution. In addition, buying a paper or project, or downloading a paper from the Internet, and submitting it as your own is also plagiarism. The penalty for academic dishonesty will bring course expulsion and failure, or even suspension" (Academic Integrity and Syllabus Acknowledgement Form).

All students are expected to submit their 'own' work and not the work of others.

B. Attendance **Policy**

Please adhere to the following guidelines:

1. The University attendance policy will be strictly followed. In this course, the absence of **(insert number here based on the number of credit hours)** hours results in a Denied Notice (DN). (Refer to the student regulation handbook for further details.)

   Please Note: IT IS THE SOLE RESPONSIBILITY OF THE STUDENT TO KEEP SATISFYING their level of attendance. Otherwise, a "DN" grade will be granted automatically during any time in the semester without any notice from the e-register system.

2. No make-up exams will be allowed except for university accepted documents. (Refer to the student regulation handbook for further details.)

C. Homework **Submission Policy** ***(****policy depends upon the course or the instructor****)***
Submissions that are less than one week LATE are graded out of 80% of the grade.
Submissions that are more than one week LATE are graded 0.

D. **AI** usage **policy**

Acceptable Content Percentage

The following table outlines the maximum allowed percentage of AI-generated content (with disclosure) in academic work:

Stakeholder	Work Type	Max AI Content
Graduate Students	Master's Theses	≤25%
Graduate Students	PhD Dissertations	≤20%

Graduate Students	Research Papers	≤20%
Graduate Students	Coursework	≤30%
Undergraduates	Capstone Projects	≤30%
Undergraduates	Research Papers/Essays	≤30%
Undergraduates	Lab Reports	≤30%
Undergraduates	Group Projects	≤30%
Undergraduates	Coursework	≤30%

- ***Students, faculty, researcher and Staff are required to disclose the use of GAI platforms in their coursework.***
- ***It must be ensured that data private to PSU must not be uploaded on public platforms for generation of reports***
- **TLC maintains the whitelist of allowed tools, consult TLC before choosing any tool**

IX. My Assumptions (Optional)

(This is a section where the instructor can communicate his or her personal assumptions and/or biases regarding the course content to set it off from other similar courses and other instructors. Does the instructor have a unique operational definition for some of the core course concepts? What principles and/or beliefs about either the content or how to effectively learn the content held by the instructor would it be helpful for the students to know upfront?)

The student is expected to have these technical skills, otherwise he has the responsibility to learn them by himself before taking labs or entering any computer-based exam:

1. **Using Winrar or Winzip to zip and unzip multiple files or multiple folders.**
2. **Navigating a file system from a console:**

   (cd ./dir , cd .. , cd ../dir …)

3. **Programming:**

   a. **Conditionals (if..then..else)**

   b. **Loops (for, for each, while)**

   c. **Exception handling (try … catch)**

d. Objects: someObject.myFunction()

The quality of the code the student writes is always taken into consideration in grading. Students have to apply the coding styles that are learnt throughout the courses. For your reference, we are using simplified google code styles for Java.