WILMINGTON UNIVERSITY
COLLEGE OF TECHNOLOGY
MASTERS OF SCIENCE - INFORMATION SYSTEMS TECHNOLOGIES
BASIC COURSE INFORMATION

Course Title: Human Computer Interaction
Course Number: DSN 6020

I. RATIONALE

This course provides the student with an understanding of the relationship between users and computers. Users are defined as either a single user or group of users as within an organization. A computer (or technology) is defined as a handheld, laptop, desktop, or mainframe system.

II. MAJOR INSTRUCTIONAL GOALS

GOAL A: Understand the interactive relationship between humans and computers

Learning Outcomes: The student will be able to:
A-1 Examine and research topics relating to Human-Computer Interaction (HCI)
A-2 Evaluate the effectiveness of visual, auditory, haptic, and movement reception inputs
A-3 Distinguish between attributes of sensory, short term, and long term memory
A-4 Distinguish between methods and devices for input and output devices
A-5 Contrast models of interaction
A-6 Identify elements of the WIMP (Windows, Icons, Menus, & pointers) interface

GOAL B: Understand the benefits, usages, and outcomes of universal design

Learning Outcomes: The student will be able to:
B-1 Identify designs that offer diversity
B-2 Compare advantages and disadvantages of speech, non-speech sound, touch, handwriting, and gestures systems
B-3 Discuss advantages of multi-model interaction
B-4 Identify user performance improvements as a result of universal design

GOAL C: Understand how organizational factors influence adoption of new technology

Learning Outcomes: The student will be able to:
C-1 Identify organization formal and informal social structures
C-2 Differentiate between primary, secondary, and tertiary stakeholder requirements
C-3 Compare ethnographic and participatory design approaches

III. CLASS PARTICIPATION:

Students are expected to attend class and participate actively and in a positive way. Questions and relevant observations are encouraged and enrich the experience of the entire class.
Computers in the classrooms are intended to be used as tools to enhance the students' learning experience. Instant messaging, gaming, emailing, and surfing the web are distractions to the student, the surrounding students, and the instructor and constitute inappropriate behavior. Students are ethically obliged to avoid these and similar practices.

IV. CLASS SCHEDULE - OUTLINES – READINGS:

A “structured external assignment” will constitute the closing activity for this course. Students will be asked to submit a topic for instructor approval that integrates IT concepts discussed in class into the student’s vocational or educational interests or workaday environment. Ideally, a “planning paper” will result that is topical, and possesses significant utility within the student’s job-related responsibilities or educational/vocational interests. 

Instructor will include weekly outline to reflect what has to be achieved by the student in the 5 hours Out-of-Classroom project (Structured External Assignment) including submission deadline and grading criteria.

Semester = 15 weeks with a reading week at Week 8
Blocks = 7 weeks, with a Reading Week between Blocks I and II.

The syllabus must reflect which preliminary reading all students should complete during the week prior to the start of the course.

Note: Grades are due five (5) working days after your last class session and are to be submitted directly to the registrar.

Note: A cooperative and participative learning strategy will be deployed with every expectation that the student will contribute heavily, in a self-directed action-learning mode, to this educational experience. Students should anticipate that assignments, and this syllabus, will be adjusted to match the pace of the course, the class size, and to meet the needs of individual students.