Computing Science Course Outlines  

CMPT 863 - G100 Human-Computer Interaction

**Instructor(s):** Parmit Chilana  

SFU Burnaby

**Calendar Objective/Description:**

Human-Computer Interaction

**Instructor's Objectives:**

Advanced topics in human-computer interaction (HCI) will be introduced for better understanding end users, solving a variety of problems in the design of technology, and inventing novel forms of interaction. Focus will be on current trends in interdisciplinary HCI research, design of interactive systems, and user-centered evaluation techniques. Students will work on a semester-long research project related to HCI. Classes will be held in the form of lectures, seminars, paper reading, and open discussions.

**Prerequisites:**

see go.sfu.ca

**Topics:**

- identify key user interaction challenges/ problems with modern technologies
- explain the benefits and drawbacks of user-centred design/ HCI
- conduct lab-based observational usability testing evaluations
- apply a variety of methods (e.g., interviews, surveys) to gather design requirements from users
- design and evaluate interactive systems and techniques using different prototyping tools
- articulate and justify design decisions and findings in written and oral presentations

**Grading:**

Grading will be announced in the first week of classes.

**Academic Honesty Statement::**

Academic honesty plays a key role in our efforts to maintain a high standard of academic excellence and integrity. Students are advised that ALL acts of intellectual dishonesty will be handled in accordance with the SFU Academic Honesty and Student Conduct Policies (http://www.sfu.ca/policies/gazette/student.html).