



Aspects of psychological and behavioral issues in designing input/output devices  
User-Centered Design, Psychology of users  
Work Context in Design  
Design for Special Populations  
Universal Design  
Visual Input/Output  
Auditory Input/Output  
Computer Workstation Design  
Cognitive Work Design, Influence of GUI design on users behavior  
Activity Theory  
Multimedia/Hypermedia  
Adaptive Human-Computer Systems  
Virtual Environments  
Internet/Cyberspacer

**6. References.** *[Provide 3 - 5 references on which this course is based and/or support it.]*

Making Use: Scenario-Based Design of Human-Computer Interactions by John M. Carroll, MIT Press; ISBN: 0262032791 ; 1st edition (2000)

User and Task Analysis for Interface Design by JoAnn T. Hackos, Janice C. Redish, John Wiley & Sons; ISBN: 0471178314 ; 1 edition (1998)

Where the Action Is: The Foundations of Embodied Interaction by Paul Dourish, MIT Press; ISBN: 0262041960 ; (2001)

**7. List Faculty Qualified to Teach This Course.**

Computer Science faculty with cooperation of Psychology faculty.

**8. Frequency.**

a. Projected semesters to be offered: Fall \_\_\_X\_\_\_ Spring \_X\_\_\_ Summer \_\_\_\_\_

**9. New Resources Required.**

a. Computer (data processing), audio visual, broadcasting needs, other equipment

Use of existing computer lab.

b. Library needs

none

c. Facility/space needs

none

**10. Consultation.**

Attach consultation sheet from all program areas, Library, and others (if necessary)

Psychology \_\_\_\_\_

**11. If this new course will alter any degree, credential, certificate, or minor in your program, attach a program modification.**

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Proposer of Course

Date