CALIFORNIA STATE UNIVERSITY CHANNEL ISLANDS

NEW COURSE PROPOSAL

PROGRAM AREAS _____BIOLOGICAL AND PHYSICAL SCIENCES, MATH AND COMPUTER SCIENCE

1. Catalog Description of the Course. [Include the course prefix, number, full title, and units. Provide a course narrative including prerequisites and corequisites. If any of the following apply, include in the description: Repeatability (May be repeated to a maximum of ______units); time distribution (Lecture ______hours, laboratory ______hours); non-traditional grading system (Graded CR/NC, ABC/NC). Follow accepted catalog format.]

COMP 449. HUMAN-COMPUTER INTERACTION (3)

Three hours of lecture in the lab per week.

Prerequisites: Programming experience or consent of the instructor.

The information exchange between humans and computer systems will be examined. Aspects of input/output devices, software engineering, and human factors will be discussed with respect to human-computer interactions. Topics include: text and graphic display; user modeling; program design, debugging, complexity and comprehension; and current research studies and methodologies. GenEd: B4, E and Interdisciplinary

2. Mode of Instruction.

	Units	Hours per Unit	Benchmark Enrollment
Lecture	3	1	24
Seminar			
Laboratory			
Activity			

3. Justification and Learning Objectives for the Course. (Indicate whether required or elective, and whether it meets University Writing, and/or Language requirements) *[Use as much space as necessary]*

The course is an elective course for Computer Science majors.

Through this course, students will be able to –

- Explain human use of digital devises in modern society
- Explain aspects of psychological and behavioral issues in designing input/output devices,
- Analyze influence of society on interface design and use.
- Analyze influence of society on Internet development and access to information.
- Design interface for specific applications
- Design interface for specific types of users
- Explain influence of GUI design on users behavior
- Solve problems in various context.
- Organize and express ideas clearly and convincingly in oral and written forms.

4.	Is this a General Education Course YES	
	If Yes, indicate GE category:	
	A (English Language, Communication, Critical Thinking)	
	B (Mathematics & Sciences)	B4
	C (Fine Arts, Literature, Languages & Cultures)	
	D (Social Perspectives)	
	E (Human Psychological and Physiological Perspectives)	Ε

5. Course Content in Outline Form. [Be as brief as possible, but use as much space as necessary]

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 coorperation 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.