

Tamkang University Academic Year 111, 2nd Semester Course Syllabus

Course Title	HUMAN COMPUTER INTERACTION	Instructor	LING-LING LAI
Course Class	TABXM2A MASTER'S PROGRAM, DEPARTMENT OF INFORMATION AND LIBRARY SCIENCE, 2A	Details	<ul style="list-style-type: none"> ◆ General Course ◆ Selective ◆ One Semester
Relevance to SDGs	SDG9 Industry, Innovation, and Infrastructure		
Departmental Aim of Education			
Our mission is to prepare and educate future professionals in the areas of management and research for library and information service industries.			
Subject Departmental core competences			
<p>A. To grasp concepts relating to library and information science and relevant trends, and to acquire research and leading abilities.(ratio:10.00)</p> <p>B. To acquire professional abilities to develop, organize, preserve and integrate all sorts of information resources, and management and leadership skills required by all sorts of libraries and information organizations.(ratio:20.00)</p> <p>C. To understand concepts relating to information technology and be able to put them in use. (ratio:25.00)</p> <p>D. To acquire R&D abilities for electronic documents and archive management.(ratio:25.00)</p> <p>E. To acquire integration and R&D abilities of library services, publishing and digital content. (ratio:20.00)</p>			
Subject Schoolwide essential virtues			
<p>1. A global perspective. (ratio:10.00)</p> <p>2. Information literacy. (ratio:20.00)</p> <p>3. A vision for the future. (ratio:20.00)</p> <p>4. Moral integrity. (ratio:10.00)</p> <p>5. Independent thinking. (ratio:10.00)</p> <p>6. A cheerful attitude and healthy lifestyle. (ratio:10.00)</p> <p>7. A spirit of teamwork and dedication. (ratio:10.00)</p> <p>8. A sense of aesthetic appreciation. (ratio:10.00)</p>			

Course Introduction	<p>This course is intended to achieve the following course objectives:</p> <ol style="list-style-type: none"> 1. understand basic HCI concepts and definitions 2. understand users and methods of collecting appropriate data 3. study User-Centered Design, task analysis, and other key HCI methods 4. develop an understanding of needs analysis of user interactions 5. perform prototyping and evaluation 6. perform usability testing 7. understand design evolution
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The correspondences between the course's instructional objectives and the cognitive, affective, and psychomotor objectives.

Differentiate the various objective methods among the cognitive, affective and psychomotor domains of the course's instructional objectives.

I. Cognitive : Emphasis upon the study of various kinds of knowledge in the cognition of the course's veracity, conception, procedures, outcomes, etc.

II. Affective : Emphasis upon the study of various kinds of knowledge in the course's appeal, morals, attitude, conviction, values, etc.

III. Psychomotor: Emphasis upon the study of the course's physical activity and technical manipulation.

No.	Teaching Objectives	objective methods
1	<p>This course is intended to achieve the following course objectives:</p> <ol style="list-style-type: none"> 1. understand basic HCI concepts and definitions 2. understand users and methods of collecting appropriate data 3. study User-Centered Design, task analysis, and other key HCI methods 4. develop an understanding of needs analysis of user interactions 5. perform prototyping and evaluation 6. perform usability testing 7. understand design evolution 	Affective
2	<p>This course aims to prepare students with sufficient knowledge about human-computer interaction, including key theories and practices in the field.</p>	Cognitive

The correspondences of teaching objectives : core competences, essential virtues, teaching methods, and assessment

No.	Core Competences	Essential Virtues	Teaching Methods	Assessment

1	ABCDE	12345678	Lecture, Discussion, Publication, Practicum, Experience	Testing, Study Assignments, Discussion(including classroom and online), Practicum, Report(including oral and written), Activity Participation
2	ABCDE	12345678	Lecture, Discussion	Study Assignments, Discussion(including classroom and online), Report(including oral and written), Activity Participation

Course Schedule

Week	Date	Course Contents	Note
1	112/02/13 ~ 112/02/19	Introduction to the Course	
2	112/02/20 ~ 112/02/26	What is Interaction Design?	
3	112/02/27 ~ 112/03/05	What is Usability Testing?	線上非同步教學
4	112/03/06 ~ 112/03/12	Understanding and Conceptualizing Interaction Design	
5	112/03/13 ~ 112/03/19	Cognitive Aspects	
6	112/03/20 ~ 112/03/26	Social Interaction	
7	112/03/27 ~ 112/04/02	Spring Break	
8	112/04/03 ~ 112/04/09	Emotional Interaction	線上非同步教學
9	112/04/10 ~ 112/04/16	Midterm HCI Research Paper Presentations	
10	112/04/17 ~ 112/04/23	Interfaces	
11	112/04/24 ~ 112/04/30	Invited Talk	
12	112/05/01 ~ 112/05/07	Data Gathering	
13	112/05/08 ~ 112/05/14	Data Analysis, Interpretation, and Presentation	
14	112/05/15 ~ 112/05/21	Establishing Requirements	
15	112/05/22 ~ 112/05/28	Design, Prototyping and Construction // Introducing Evaluation	
16	112/05/29 ~ 112/06/04	Evaluation Studies: From Controlled to Natural Settings	線上非同步教學
17	112/06/05 ~ 112/06/11	Final Project Presentation	

18	112/06/12 ~ 112/06/18	Wrap up	
Requirement			
Teaching Facility	Computer, Projector		
Textbooks and Teaching Materials	Preece, J., Rogers, Y., & Sharp, H. (2007). Interaction design: Beyond human-computer interaction (2nd ed.). West Sussex, England: John Wiley & Sons.		
References			
Number of Assignment(s)	(Filled in by assignment instructor only)		
Grading Policy	◆ Attendance : % ◆ Mark of Usual : 30.0 % ◆ Midterm Exam : 30.0 % ◆ Final Exam : 40.0 % ◆ Other < > : %		
Note	This syllabus may be uploaded at the website of Course Syllabus Management System at http://info.ais.tku.edu.tw/csp or through the link of Course Syllabus Upload posted on the home page of TKU Office of Academic Affairs at http://www.acad.tku.edu.tw/CS/main.php . ※ Unauthorized photocopying is illegal. Using original textbooks is advised. It is a crime to improperly photocopy others' publications.		