



Module Description

Module name	Human-Computer Interaction
Module level, if applicable	Bachelor of Informatics
Code, if applicable	21D12120502
Subtitle, if applicable	-
Course, if applicable	-
Semester(s) in which the module is taught	3 rd
Person responsible for the module	Dr. Eng. Zulkifli Tahir ST. MSc.
Lecturer	1. Anugrayani Bustamin ST. MT. 2. Dr. Eng. Ir. Zulkifli Tahir ST. MSc.
Language	Indonesian Language [Bahasa Indonesia]
Relation to Curriculum	This course is a compulsory course and offered in the 3 rd semester.
Type of teaching, contact hours	Teaching methods: [group discussion], [collaborative learning], [project-based learning]. Teaching forms: [lecture], [tutorial] CH : 08.00 - 16.00
Workload	For this course, students are required to meet a minimum of 90.67 hours in one semester, which consist of: - 26.67 hours for lecture, - 32 hours for structured assignments, - 32 hours for private study
Credit points	2 credit points (equivalent with 3.4 ECTS)
Requirements	Students have participated in at least 80% of the learning activities (Academic Regulations, Chapter VII)



<p>according to the examination regulations</p>	
<p>Recommended prerequisites</p>	<p>Artificial Intelligence</p>
<p>Module objectives/intended learning outcomes</p>	<p>After completing the course, Students are able:</p> <p>Intended Learning Outcomes (ILO):</p> <p>ILO 1 : Have the knowledge of fundamental in Computing Science that includes basic theory and concepts of computer science, Mathematics and Statistics, Programming Algorithm, Software Engineering, Information Management and Digital Resilience, also the advance topics of either Artificial Intelligence, Data Science, Computer Network, Cloud Computing or Internet of Things.</p> <p>ILO 4 : Design, implement, and evaluate a computing-based solution to meet a given set of computing requirements by applying computer science theory and software development fundamentals.</p> <p>ILO 7 : Communicate their ideas in a convincing and effective manner, either in written or orally, to propose solutions.</p> <p>Course Learning Objective (CLO):</p> <p>After taking the Human and Computer Interaction course, students can demonstrate the ability to work independently to show applying logical, critical, and innovative thinking in the context of the development or implementation of science and technology that pays attention to and adjust humanities values by their field of expertise by mastering knowledge the field of informatics which includes basic concepts and theories in the field of informatics science and can design and evaluate computing-based solutions that meet computing needs in a system design program discipline based on interactions between humans and computers.</p> <p>Sub CLO :</p> <p>ILO 1 => CLO 1: Students can describe the components of Human and Computer Interaction, usability principles, and ergonomic aspects.</p> <p>ILO 4 => CLO 2: Students can define technological aspects, design rules, and prototyping and evaluation in human and computer interactions.</p>



	ILO 7 => CLO 3: Students can define the concept of user and task analysis, design and notation of dialogue as well as the development of topics and trends in human-computer interaction in a project.
Content	Students will learn about : <ol style="list-style-type: none"> 1. Human-Computer Interaction Components 2. Basic Concepts of Human-Computer Interaction 3. Technological Aspects in Human-Computer Interaction 4. Ergonomic Aspect 5. Paradigm and Principle of usability 6. Design Rules 7. Prototyping 8. Evaluation Technique 9. User and Task Analysis 10. Design and Notation Dialog 11. Issues in Computer-Human Interaction 12. Human-Computer Interaction Project (Requirements, Analysis, Design, Prototype, Evaluation, Testing)
Forms of Assessment	Assessment techniques: [observation], [participation], [written test]. Assessment forms: [quiz], [assignment], [presentation]. CLO 1 - ILO 1 --> 25% (Quizzes: written test) CLO 2 - ILO 4 --> 15% (Quizzes: written test) and 25% (Assignment: participation) CLO 3 - ILO 7 --> 35% (Presentation: observation)
Study and examination requirements and forms of examination	Study and examination requirements: <ul style="list-style-type: none"> - Students must attend 15 minutes before the class starts. - Students must switch off all electronic devices. - Students must inform the lecturer if they will not attend the class due to sickness, etc. - Students must submit all class assignments before the deadline. Form of examination: Written exam: Essay
Media employed	Video conference, slide presentation, Learning Management System (LMS).
Reading list	Main : <ol style="list-style-type: none"> 1. Alan DIX, Janet Finlay, Gregory D. Abowd, Russel Beale. Human-Computer Interaction. 2004



	<p>Support :</p> <ol style="list-style-type: none">1. Gerard Jounghyun Kim, Human-Computer Interaction (Fundamentals and Practice). 20152. Preece, Jenny; Rogers, Yvonne; Sharp, Helen; Benyon, David; Holland, Simon; Carey, Tom; 1998; Human-Computer Interaction; Addison Wesley
--	---