

## Liverpool John Moores University

Title: WEB DESIGN AND HCI  
Status: Definitive  
Code: **4000BECK** (118367)  
Version Start Date: 01-08-2011

Owning School/Faculty: Computing and Mathematical Sciences  
Teaching School/Faculty: Beckett College London

Team	Leader
Andrew Symons	Y

**Academic Level:** FHEQ4  
**Credit Value:** 24.00  
**Total Delivered Hours:** 72.00  
**Total Learning Hours:** 240  
**Private Study:** 168

### Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	24.000
Practical	24.000
Tutorial	24.000

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Group report covering HCI evaluation of a given website, and the development of the visual element of a commercially-oriented website.	40.0	
Report	AS2	Group report on iteratively developing and HCI evaluation of a commercially-oriented multimedia web-based solution.	60.0	

### Aims

*To introduce students to the field of Human-Computer Interaction (HCI).  
To provide students with a variety of techniques for website design*

*To introduce students to a range of concepts and techniques surrounding multimedia, its processing considerations and applications that enable it  
To identify the various hardware and software tools of multimedia development.  
To develop abilities in web and multimedia development tools.*

## **Learning Outcomes**

After completing the module the student should be able to:

- 1 Identify the fundamental HCI issues that cater for user needs during computer systems development and utilise appropriate usability evaluation techniques.
- 2 Develop the visual element of a commercially-oriented web solution with management, maintenance and usability as primary development factors.
- 3 Use appropriate tools and techniques to iteratively develop and evaluate a commercially-oriented multimedia solution.

## **Learning Outcomes of Assessments**

The assessment item list is assessed via the learning outcomes listed:

HCI evaluation	1	2
Iteration development	3	

## **Outline Syllabus**

### *Web site development*

*-Content, Pages, Sites, HTML, CSS, Web Architectures, Management and Maintenance.*

### *Human Computer Interaction (HCI)*

*-What is HCI, what is its role and how does it relate to other disciplines. Basic principles of interaction and usability. Fundamental principles and techniques of usability evaluation.*

### *Multimedia*

*-Classification of media types: text, image, video, audio, speech, virtual reality. The development of media content. Introduction to performance and media quality tradeoffs. The web as a platform for multimedia. HCI evaluation of multimedia.*

## **Learning Activities**

Lectures will typically include theoretical and practical components as well as a tutorial, which will prepare the student for the follow up guided lab session. Practical components will cover: web site development, evaluating the user interface, content development of different media types and multimedia authoring.

## References

<b>Course Material</b>	Book
<b>Author</b>	Alan Dix, Janet E. Finlay, Gregory D. Abowd and Russell Beale
<b>Publishing Year</b>	2003
<b>Title</b>	Human Computer Interaction
<b>Subtitle</b>	
<b>Edition</b>	3rd
<b>Publisher</b>	Prentice Hall
<b>ISBN</b>	0130461091

<b>Course Material</b>	Book
<b>Author</b>	Dr. Nigel Chapman, Jenny Chapman
<b>Publishing Year</b>	2009
<b>Title</b>	Digital Multimedia
<b>Subtitle</b>	
<b>Edition</b>	3rd
<b>Publisher</b>	J. Wiley & Sons
<b>ISBN</b>	0470512164

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## Notes

This module provides an introduction to HCI and provides practical experience in using the principles of HCI in the design and development of commercially-oriented web-site and multimedia solutions.