

Liverpool John Moores University

Title: WEB DESIGN AND HCI
Status: Definitive
Code: **4000COMP** (102909)
Version Start Date: 01-08-2014

Owning School/Faculty: Computing and Mathematical Sciences
Teaching School/Faculty: Computing and Mathematical Sciences

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
Technology	AS1	Mini site development (Templates, HTML + CSS, multimedia)	40.0	
Technology	AS2	Individual assessment - HCI led iteratively developed and evaluated commercially-oriented interactive web-based multimedia 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 Use appropriate tools/techniques to author web pages and web sites.
- 2 Use HCI methods/techniques to iteratively develop and evaluate a commercially-oriented interactive web-based multimedia solution.

Learning Outcomes of Assessments

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

- | | |
|-----------------------|---|
| Mini site development | 1 |
| Web-based application | 2 |

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

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

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

Course Material	Book
Author	Deitel, Deitel and Deitel
Publishing Year	2012
Title	Internet and World Wide Web
Subtitle	How to program
Edition	5th
Publisher	Pearson
ISBN	9780273764021

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.