Liverpool John Moores University

Title:	WEB DESIGN & HCI
Status:	Definitive
Code:	**4001ONLINE** (103086)
Version Start Date:	01-08-2011

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: Runs Twice - S1 & S2

Component	Contact Hours
Lecture	24.000
Online	24.000
Practical	12.000
Tutorial	12.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Report covering HCI evaluation of a given website, and the development of simple visual element of a commercially-oriented website.	40.0	
Report	AS2	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 which enable it.
To identify the various hardware and software tools of multimedia development.
To develop abilities in web and multimedia development tools.
Web site development:
Content, Pages, Sites, HTML, CSS, Web Architectures, Management and Maintenance

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
Multimedia solution	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

Recorded lectures will typically include theoretical and practical components as well

as a tutorial, which will prepare the student for practical work. 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	Dix, A, et al
Publishing Year	2003
Title	Human-Computer Interaction
Subtitle	
Edition	3rd Edition
Publisher	Prentice Hall
ISBN	0130461091

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

Notes

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