

## Liverpool John Moores University

Title: WEB DESIGN AND HCI  
Status: Definitive  
Code: **4002HCOM** (118819)  
Version Start Date: 01-08-2011

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

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 Cumputer 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.