Liverpool John Moores University

Title: WEB DESIGN AND HCI
Status: Definitive
Code: **4512TECYPC**   (119815)
Version Start Date: 01-08-2018

Owning School/Faculty: Engineering
Teaching School/Faculty: YPC International College (Kolej Antarabangsa YPC)

Team	Leader
Michael Shaw	

Academic Level:	FHEQ4	**Credit Value:**	24	**Total Delivered Hours:**	101
Total Learning Hours:	240	**Private Study:**	139		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	56
Tutorial	42

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	AS1	Group Project Presentation	30	
Report	AS2	Documentation	20	
Exam	AS3	Examination	50	3

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 and describe the basic components of encoding a web page and site.
2   Prepare a specification for development of a web site for an organization.
3   Use HCI methods/techniques to evaluate the usability of an existing web-based interactive experience and prototype alternate solutions.
4   Use appropriate tools and techniques to iteratively develop and evaluate a commercially-oriented multimedia solution.
5   Evaluate web-building activity in terms of process and outcome.

Learning Outcomes of Assessments

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

Presentation   1   2

Report   3

Examination   4   5

Outline Syllabus

Web site development
- Content, Pages, Sites, HTML, CSS, Web Architectures, Management and Maintenance.
- Web Site structure

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

Seminars and practical sessions. Students will be encouraged to work both independently, and within groups. Students work in small groups to design and develop web sites for organizations.

Course Material	Book
Author	Deital & Deital

Publishing Year	2011
Title	Internet & World Wide Web How to Program
Subtitle	
Edition	
Publisher	Pearson
ISBN	

Course Material	Book
Author	Jeff Johnson
Publishing Year	2010
Title	Designing with the mind in mind: Simple guide to understanding User Interface Design Rules
Subtitle	
Edition	
Publisher	Morgan Kaufmann
ISBN	

Course Material	Book
Author	Shneiderman, Plaisant, Cohen, Jacobs
Publishing Year	2010
Title	Designing the User Interface: Strategies for Effective Human-Computer Interaction
Subtitle	
Edition	5th ed
Publisher	Prentice Hall
ISBN	

Notes

To plan and develop simple web sites using industry standard software applications (e.g. Dream Weaver, Photoshop and Flash)
Provide experience in using the principles of HCI in the design and development of commercially-oriented web-site and multimedia solutions.