

Course Code	TKIT162209											
Course Name	Human Computer Interaction											
Course Instructors	Paulus Insap Santosa; Rudy Hartanto											
Course Type	Required											
Course Classification	Basic Science & Math											
Credit / Contact Hour per Week	3 /150 minutes per Week											
Course Description	Understanding the concept of human and computer interaction through a variety of interfaces and factors that affect the interaction (human factor),											
Prerequisites Courses												
Covered Student Outcome	Development of Engineering Solution (b) Engineering Design (c) Knowledge of Contemporary Issues (f) Engineering Awareness and Society (j)											
Learning Outcome												
		Study Program Student Outcome										
No	Learning Outcome	SO (a) – SO (k)										
1.	Ability to distinguish between interactive and passive applications, as well as the historical context of the emergence of the scientific field of human and computer interaction.	Knowledge & Contemporary Issues										
2.	Understand the different types of interfaces and types of interactions that can be done with those interfaces, as well as the research challenges faced by different types of interfaces.	Knowledge & Contemporary Issues										
3.	Understand the basics of behavioral research-based research.	Engineering Awareness and Society										
4.	Understand the methods of qualitative and quantitative analysis for user behavior-based research.	Development of Engineering Solution										
5.	Student able to collaborate to execute experimental research and design	Engineering Design										
Topic	<ul style="list-style-type: none"> History and introduction of human and computer interaction. Human factors that affect human and computer interactions (human factors). 3D interface (3D user interfaces), virtual technology and augmented reality and implementation. Experimental research (experimental research) and experimental design Qualitative and quantitative analysis methods for human and computer interaction research. 											
Direct Assessment	<table border="1"> <thead> <tr> <th>Direct Assessment Plan</th> <th>Measured Learning Outcome</th> </tr> </thead> <tbody> <tr> <td>Mid Exam</td> <td>LO1, LO2</td> </tr> <tr> <td>Final Exam</td> <td>LO3, LO4</td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> </tbody> </table>		Direct Assessment Plan	Measured Learning Outcome	Mid Exam	LO1, LO2	Final Exam	LO3, LO4				
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Mid Exam	LO1, LO2											
Final Exam	LO3, LO4											
Indirect Assesment	Questionnaire and direct communication											
References	a. I.S. MacKenzie, 2013, "Human-Computer Interaction: An Empirical Research Perspective," Morgan Kaufmann, Massachussets. b. I. Poupyrev, J. J. LaViola Jr., E. Kruijff, D. A. Bowman, 2004, "3D User Interfaces: Theory and Practices," Addison-Wesley, Massachussets.											

	c. J. Lazar, J. Feng, H. Hochheiser, 2010, "Research Methods in Human-Computer Interaction," Wiley, West Sussex.
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