

## Human Computer Interaction

Course Name	Course type (credit/hours)	Elective course(3/3)		Course code	F119
	Target students Division/major/grade	Software and Computer Engineering/		Opening semester	2020 1ST SEMESTER
	Class time and classroom	Tue E(Pal107)Fri E(Pal107)		English Grade	A(100%English)
Reference to this course	Prerequisite courses				
	Related basic courses	웹 or 모바일 프로그래밍			
	Recommended concurrent courses				
	Related advanced courses				
Instructor	Name (title/division)		Han, Kyungsik(Assistant Professor, Software and Computer Engineering)		
	Office Room Number	팔달관 1004	Office phone Number		e-mail
	Office hours	by appointment		Homepage address	<a href="http://www.ajouhcil.com/">http://www.ajouhcil.com/</a>
Teaching Assistant	Name (title/division)				
	Office Room Number		Office phone Number		e-mail

### 1. Introduction

Human-Computer Interaction (HCI) is a field in which professionals from different domains such as computer science, engineering, psychology, social science, and design, collaborate to achieve the goal of making a more user-friendly system. In modern society, people face many problems with using computers as an important tool in their daily lives, and HCI aims to present a methodology for solving problems that arise in the design of systems and the practical use of computer technology.

Students will gain a general understanding of HCI and the ability to solve problems through the various HCI methodologies. Students also learn the importance of applying HCI through a class project.

### 2. Course Objectives

- HCI 를 적용하기 위한 필수적인 방법들에 대해서 학습
- 창의적인 사고를 할 수 있는 기회 마련
- 수업 프로젝트를 통한 직접적인 학습

### 3. Class types and activities

- Overview of HCI and major topics
- HCI methodologies
- HCI applications

### 4. Teaching Method

- |   |   |
|---|---|
| <input checked="" type="checkbox"/> lecture                                     | <input checked="" type="checkbox"/> discussion and debate         |
| <input checked="" type="checkbox"/> team project(presentation and case studies) | <input checked="" type="checkbox"/> experiments(role-playing,etc) |
| <input checked="" type="checkbox"/> designing and production                    | <input type="checkbox"/> on-site learning(on-site training)       |
| <input type="checkbox"/> others   |   |

### 5. Support Systems in Use

- |  |   |   |
|--|---|---|
| <input checked="" type="checkbox"/> AjouBb               | <input type="checkbox"/> automatic recording system | <input type="checkbox"/> web-based assignment |
| <input type="checkbox"/> cyber lecture                   | <input type="checkbox"/> online content             |   |
| <input type="checkbox"/> class behavior analyzing system | <input type="checkbox"/> others                     |   |

### 6. Teaching Tools

- |   |  |  |
|---|--|--|
| <input checked="" type="checkbox"/> PBL(Problem Based Learning) | <input checked="" type="checkbox"/> CBL(Case Based Learning) | <input checked="" type="checkbox"/> TBL(Team Based Learning) |
| <input type="checkbox"/> UR(Undergraduate Research)             | <input type="checkbox"/> FL(Flipped Learning)                | <input type="checkbox"/> DSAL(Data Science Active Learning)  |
| <input type="checkbox"/> others                                 |  |  |

### 7. Knowledge and ability required for taking this course

- 웹 프로그래밍이나 모바일 프로그래밍(안드로이드 or 아이폰)을 할 수 있어야 함 (수업 시간에 프로그래밍에 대해서는 다루지 않음).

## 8. Method of Evaluation

Evaluation Item	The Number of Times	Evaluation Proportion	Remarks
Attendance		5	
midterm exam		20	중간고사는 프로젝트 중간 발표 및 보고서 제출로 대체
final exam		25	기말고사 시험
quiz			
presentation		15	수업 중 각종 발표 및 토론
discussion			
homework		35	프로젝트 과제
etc			
study hours			

## 9. Textbook and supplementary material

Main/Sub	Title (Web-site)	Writer	Publisher	Publication year
Ref.	인간과 컴퓨터의 상호작용	김희철		
Ref.	Human Computer Interaction 개론	김진우		
Main	PPT Slides 제공	한경식		

## 10. Class system and Class shedule

### < Class Schedule >

\* language : K-korean, E-English

Weeks	Topics	language	Instructor	Teaching Method	Evaluation Method	Matter to be prepared
1	Introduction and History of HCI	K	Han, Kyungsik			
2	Technology and Human, Interaction	K	Han, Kyungsik			
3	Social and Emotional Interaction	K	Han, Kyungsik			

## < Class Schedule >

\* language : K-korean, E-English

Weeks	Topics	language	Instructor	Teaching Method	Evaluation Method	Matter to be prepared
4	User Centered Design & Participatory Design	K	Han, Kyungsik			
5	Scenario-Based Design & Project Idea Workshop	K	Han, Kyungsik			
6	Process of Interaction Design	K	Han, Kyungsik			
7	Prototyping (in-class workshop)	K	Han, Kyungsik			
8	Mid-term Exam Week	K	Han, Kyungsik			
9	Evaluation Methods #1 (Surveys and Interviews)	K	Han, Kyungsik			
10	Prototyping (in-class workshop)	K	Han, Kyungsik			
11	Data Gathering and Analysis	K	Han, Kyungsik			
12	Heuristic Evaluation & Project Progress Report	K	Han, Kyungsik			
13	Social Computing, AI & HCI	K	Han, Kyungsik			
14	Introduction to HCI Research	K	Han, Kyungsik			
15	Project Presentation	K	Han, Kyungsik			
16	Final Exam Week	K	Han, Kyungsik			

## 11. Other items of notification