Human and Computer Interaction						
Course Code CIF61012		**Student Workload** 90 hours	**Credits** (according to ECTS) 4.5	**Semester** Sem. 3	**Frequency** each odd-semester	**Duration** 16 meetings
1	**Types of courses** *compulsory*		**contact hours** 67 hours	**independent study** 23 hours		**class size** 40 students
2	**Prerequisites for participation**					
3	**Learning outcomes** Graduates are able to develop professional careers in the field of computer science based on quality aspects, data-based decision making, be responsible, and make continuous improvement. Graduates are able to engineer and evaluate the implementation of various types of Human-Computer interaction.					
4	**Subject aims** Students are able to master the theoretical concepts of computer science, especially in the aspects of human-computer interaction. Students are able to engineer and evaluate the application of various types of interactions between users and computers.					
5	**Teaching methods** lectures, case study, class discussion, presentation					
6	**Assessment methods** assignment, mid-term examination, end-term examination, project evaluation, practical-skill assessment					
7	**This module is used in the following degree programs as well**					
8	**Responsibility for module**					
9	**Other information** Ben Shneiderman, dkk. Designing the User Interface: Strategies for Effective Human-Computer Interaction (Edisi ke-6). Pearson, 2016. Donald A. Norman. The Design of Everyday Things. Basic Books, 2002.					