
جامعة الزيتونة الأردنية
Al-Zaytoonah University of Jordan



Course Syllabus

***According to JORDAN National Qualification
Framework (JNQF)***

**Course Name: Human-Computer
Interaction**

Course Number: 0130307

General Course Information:

Course Title	Human Computer Interaction
Course Number	0130307
Credit Hours	3 credit hours
Education Type	Blended learning
Prerequisites/Co-requisites	Internet Applications 1
Academic Program	Computer Science
Program Code	130
Faculty	Faculty of Science and Information Technology
Department	Computer Science
Level of Course	3
Academic Year /Semester	2024/2025 2 nd Semester
Awarded Qualification	BSc
Other Department(s) Involved in Teaching the Course	-
Language of Instruction	English
Date of Production	October 2024
Date of Revision	October 2025

Course Coordinator:

Coordinator's Name	Dr. Mohammad Abdallah
Office No.	
Office Phone Extension Number	
Office Hours	
E-mail	

Other Instructors:

Instructor Name	
Office No.	
Office Phone Extension Number	
Office Hours	
Email	

Course Description (English/Arabic):

English	This module explores the principles and practices of designing effective and user-friendly interfaces between humans and computers. Topics include usability, user experience (UX), interaction design, cognitive psychology, and accessibility. Students will learn to apply user-centered design techniques, conduct usability testing, and analyze user behavior to improve system interfaces. Tools and methods for prototyping and evaluation, such as wireframing and A/B testing, are also introduced. By the end of the module, students will be able to design and evaluate interactive systems that meet the needs and expectations of diverse users.
Arabic	تستكشف هذه المادة مبادئ وممارسات تصميم واجهات فعّالة وسهلة الاستخدام بين الإنسان والحاسوب. وتشمل الموضوعات قابلية الاستخدام، وتجربة المستخدم (UX)، وتصميم التفاعل، وعلم النفس المعرفي، وإمكانية الوصول. سيتعلم الطلبة كيفية تطبيق تقنيات التصميم المتمحور حول المستخدم، وإجراء اختبارات قابلية الاستخدام، وتحليل سلوك المستخدم بهدف تحسين واجهات الأنظمة. كما يتم التعريف بالأدوات والأساليب المستخدمة في النمذجة الأولية والتقييم، مثل المخططات الهيكلية (Wireframing) واختبارات A/B. وبنهاية المادة، سيكون الطلبة قادرين على تصميم وتقييم أنظمة تفاعلية تلبي احتياجات وتوقعات مستخدمين متنوعين.

Textbook: *Author(s), Title, Publisher, Edition, Year, Book website.*

Interaction Design: Beyond Human–Computer Interaction, 6th Edition — Rogers, Sharp, Preece

References: *Author(s), Title, Publisher, Edition, Year, Book website.*

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Course Educational Objectives (CEOs):

CEO1	Describe and distinguish the different phases of a compiler and the way they work.
CEO2	Employ computation theory in compiler design.
CEO3	Implement parts of a compiler using a high-level language.

Intended Learning Outcomes (ILO's):

Intended learning outcomes (ILOs)		Relationship to CEOs	Contribution to PLOs	Bloom Taxonomy Levels*	JNQF Descriptors**
K	Knowledge and Understanding				
ILO1	Explain the foundations of HCI and interaction design.	CEO1	PL01-K	Understanding	K
ILO2	Understand contextual inquiry and requirements gathering.	CEO1	PL01-K	Remembering	K
S	Intellectual skills				
ILO3	Apply user-centered design and usability principles in interface development.	CEO2	PL03-S	Applying	S
ILO4	Develop prototypes of interactive systems at varying fidelity levels	CEO2	PL04-S	Analyzing	S
C	Subject Specific Skills				
ILO5	Evaluate interactive systems using both qualitative and quantitative methods.	CEO3	PL06-C	Evaluating	C
ILO6	Communicate design rationales and findings effectively	CEO3	PL05-C	Creating	C

***Bloom Taxonomy Levels:**

Level #	1	2	3	4	5	6
Level Name	Remembering	Understanding	Applying	Analyzing	Evaluating	Creating

**** Descriptor (National Qualification Framework Descriptors): K: Knowledge, S: Skill, C: Competency.**

Program Learning Outcome (PLOs):

(PLOs)	JNQF Descriptors**		
	K	S	C

PL01-K	Knowledge of professional ethics, social responsibility, and the regulations governing them.	X		
PL02-K	Understanding various programming techniques, the stages of software development, and the fundamental principles of security.	X		
PL03-S	Skill in applying mathematical concepts to analyze and design algorithms and verify their correctness		X	
PL04-S	Skill in using different programming languages and applying them to develop software and computer applications.		X	
PL05-C	The ability to analyze, design, and develop effective and reliable computer programs that meet user requirements and adhere to professional ethics.			X
PL06-C	The ability to keep up with continuous advancements in computer science, innovate, and work independently or as part of a team.			X
PL07-D	The ability to work collaboratively, communicate effectively, and demonstrate teamwork spirit.			X

**** Descriptors according to the national qualifications framework (K: knowledge, S: skill, C: Competency)**

Weekly Schedule (please choose the type of teaching)

- Face to Face (F2F)**
 Hybrid (One - To - One)
 Online

Schedule of Simultaneous and their Topics:

Week	First Lecture (F2F)	Second Lecture (Activity)	ILOs	PLOs	JNQF Descriptors*
1	What Is Human-Computer Interaction?	What Is Interaction Design?	IL01	PL01-K	K
2	Users and Context of Use	Tasks and Goals	IL01	PL01-K	K
3	Human Cognition and Interaction	Cognitive Frameworks and Design	IL02	PL01-K	K
4	Social & Emotional Interaction	Video: Emotional Interaction & UX	IL03	PL03-S	S
5	Design Thinking in HCI	Personas, Scenarios, and Storyboards	IL03	PL03-S	S
6	User Research Methods	Analyzing User Data	IL03	PL03-S	S
7	Conceptual Models	Design Principles	IL05	PL03-S	S
Midterm Exam (30%)					
9	Low-Fidelity Prototyping	Video: High-Fidelity Prototyping	IL04	PL04-S	S
10	Usability Concepts	Video: Accessibility & Inclusive Design	IL04	PL04-S	S
11	Inspection-Based Evaluation	User-Based Evaluation	IL06	PL06-C	C
12	Modern Interaction Styles	Emerging Technologies	IL07	PL05-C	C
13	Ethics in Interaction Design	Privacy, Trust, and Bias	IL04	PL04-S	S
14	Successful Interaction Design Case Studies	Failed Designs and Redesign	IL05	PL03-S	S
15	Project Presentation & Review				
16	Final Exam				

* K: Knowledge, S: Skills, C: Competency

Teaching Methods and Assignments:

Development of ILOs is promoted through the following teaching and learning methods:

- Lecture.
- Flipped learning.
- Learning through projects.
- Learning through problem solving.
- Participatory learning

Course Policies:

A- Attendance policies:

The maximum allowed absences is 15% of the lectures.

B- Absences from exams and handing in assignments on time:

Midterm exam can be retaken based on approval of excuse by the instructor's discretion.

Not handing assignment on time will incur penalties.

C- Academic Health and safety procedures

D- Honesty policy regarding cheating, plagiarism, and misbehavior:

Cheating, plagiarism, misbehavior will result in zero grade and further disciplinary actions may be taken.

E- Grading policy:

- All homework is to be posted online through the e-learning system.
- Exams will be marked within 72 hours and the marked exam papers will be handed to the students.
- Activities (Course Videos, Homework, Quizzes, Project) 30%
- Midterm 30%
- Final Exam 40%

F- Available university services that support achievement in the course: **E-Learning Platform, Labs, Library.**

Required Equipment:

- PC / Laptop with webcam and mic
- Internet Connection
- Access to the ZUJ E-Learning Platform at <https://elearning.zuj.edu.jo/>
- E-learning plan
- Satisfaction questionnaires for online and face-to-face learning
- Software for e-learning
- Training

Assessment Tools Implemented in the Course:

- Final Exam
- Midterm Exam
- Quizzes (Optional)
- Homework
- Project / Presentation

Responsible Persons and their Signatures:

Course Coordinator	Dr. Mohammad Abdallah	Completed Date	
		Signature	
Received by (Department Head)		Received Date	

Signature	
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