1. **Course number and name**: CSCI 5235 Human-Computer Interaction

2. **Credits and contact hours**: 3 credit, 3 contact

3. **Instructor’s or course coordinator’s name**: James Bradford, PhD

4. **Text book, title, author and year**: None
   a. **Other supplemental materials**: None

5. **Specific course information**
   a. **Brief description of the content of the course (Catalog Description)** Human-Computer Interaction applies knowledge about how human beings perceive the world, think, remember and solve problems to the design of complex computer software. HCI goes beyond the construction of good user interfaces to specify how software projects are developed, tested and deployed. An important part of this course will emphasize field work practices for such things as user requirements gathering and usability testing.
   **Prerequisites**: A minimum grade of “C” in CSCI 3230
   b. **Indicate whether a required, elective, or selected elective course in the program**
      Elective course for BS-CS.

6. **Specific goals for the course**
   a. **Specific outcomes of instruction, ex. The student will be able to explain the significance of current research about a particular topic.**
      - Not a required course. It is not used to assess student outcomes
   b. **Student Outcomes**
      N/A

7. **Brief list of topics to be covered**
   - How human beings word
   - Memory
   - Game design and the user experience (UX)
   - User requirements gathering
   - Game elements
   - Selling the proposal
   - Conducting experience
   - The player’s mind
   - Developing story
   - Enabling social play
   - Concept flow
   - Future of UX in gaming