

# **MGT556e Human-Computer Interaction for Organisations**

**Level:** 5

**Credit Units:** 2.5 Credit Units

**Language:** ENGLISH

**Presentation Pattern:** EVERY JULY

**E-Learning:** FULL - Learning is done ENTIRELY online using interactive study materials in Canvas. Students receive guidance and support from online instructors via discussion forums and emails. There are no face-to-face sessions. If the course has an exam component, this will be administered on-campus.

## **Synopsis:**

Human-computer interaction (HCI), which focuses on the interaction between people and information systems, adopts a user-centric perspective to the design and use of information technology, and examines how related products and services can be created for a seamless interaction process. Knowledge of the design process and the roles of human cognition and emotion are integral for organisations who are keen to build innovative products and services that work more efficiently, deliver a peak user experience, and meet customers' needs.

MGT556 Human-Computer Interaction for Organisations examines how user-centric systems can be designed and implemented to enhance the utilisation of information systems. The goal is to design artifacts that allow users to meet their needs in the most effective, efficient, and satisfying manner. The course introduces students to a set of methods for exploring users' needs and a cycle of discovery and evaluation in systems design. Students will learn about the opportunities and challenges in human-computer interaction for organisations, the interaction design process, and how organisations and knowledge workers can design peak user experiences that stand out from competition.

## **Topics:**

- Principles of Human-Computer Interaction for Organisations
- Human Cognition and Emotion, and their Applications to System Design
- Discovering Users' Needs and Requirements
- Prototyping and Design of Information Systems
- Systems Evaluation Methods
- Implementation and Resource Management

## **Textbooks:**

: MGT556 - No materials

ISBN-13: BN-0238

**Learning Outcome:**

- Appraise the concepts and strategies of human-computer interaction
- Explain human cognition and emotion, and their implications on interaction design
- Assess the stages and priorities in the interaction design process
- Formulate users' requirements by applying relevant methods
- Evaluate the usability of an interactive product using appropriate methods and tools
- Propose user-centred solutions for creating better information systems for businesses
- Recommend how organisations can design and deliver positive user experiences

**Assessment Strategies (Evening Class):**

<b>Components</b>	<b>Description</b>	<b>Weightage Allocation (%)</b>
Overall Continuous Assessment	DISCUSSION BOARD 1	15
	DISCUSSION BOARD 2	20
	PARTICIPATION 1	15
Overall Examinable Components	ECA	50
<b>Total</b>		<b>100</b>