HUMAN COMPUTER INTERACTION

Course Number **Course Name**	EECE 329 HUMAN COMPUTER INTERACTION
Credit Value **(Breakdown of theory and lab credits)**	3 credits, 3 Theory + 0 Lab
Catalog Course Description	This course covers the development of IT products considering the human-computer interaction, including human factors, performance analysis, usability studies, environment, and training. The course also covers the development of effective interfaces and accessibility. Prerequisite: EECE 251L. (3, 3T+0L)
Student Learning Outcomes/Objectives /Competencies of the Course	Definition: students will be able to recognize and recall terminology, facts and principles For example, students can define 'direct manipulation' and list some of its strengths and weaknesses as an interaction style. Concept Understanding: students will be able to determine the relationships between specific instances and broader generalizations. For example, students can determine which parts of a system exhibit direct manipulation features and can explain why a change in the system produced different properties. Directed Application: students will be able to use concepts and principles to explain, analyze and solve specific situations, often with the applicable concepts implicit in the setting. For example, students can redesign part of an interface to exhibit direct manipulation style and predict the likely effects of the change. Realistic Problem Solving: students will be able to apply course content in coping with real life situations. These differ from directed applications by having less structured questions and issues, no direction as to which concepts will be applicable and a range of potentially acceptable answers. For example, students can design an interface for real tasks and users which incorporates direct manipulation in appropriate ways (and evaluate/defend their choices).
College-Wide Student Learning Outcomes	Information regarding which of the following college-wide objectives will be addressed in the course along with which assignment will be used to measure this outcome: 1. Communication 2. Critical Thought

SAMPLE SYLLABUS

Course Number Course Name	Speech 130 Public Speaking
Credit Value (Breakdown of theory and lab credits)	3 Theory
Catalog Description	Principles of rhetorical theory as applied in public speaking situations: audience analysis, content, organization, style, verbal and non-verbal expression, and critical listening. You will deliver various speeches following selected rhetorical modes. Prerequisite: ENG 109N. (3 credits)
Student Learning Outcomes of the course	1. confront their speech anxiety and practice ways to control it. 2. organize their speeches logically and effectively. 3. develop their speeches with interesting and pertinent information from their own exper and from research. 4. Integrate information from resources effectively and with correct MLA citations 5. practice effective verbal and nonverbal delivery techniques. 6. analyze their audience and design their speeches to most effectively reach the audience. 7. develop critical responses and evaluations to speeches from classmates and other speakers.
College-Wide Student Learning Outcomes	Speech 130 learning objectives align with the following NNMC College Wide Goal: **Communication** – Students will express ideas coherently through oral communication and speak appropriately for various audiences and situations. 　　The persuasive speech will be used to assess students' progress in meeting this goals.