



**UNIVERSITAS MATARAM**  
*(University of Mataram)*  
**FAKULTAS TEKNIK**  
*(Faculty of Engineering)*  
**PROGRAM STUDI TEKNIK INFORMATIKA**  
*(Bachelor of Informatics Engineering)*

**MODULE HANDBOOK DESCRIPTION**

Module designation	Human Computer Interaction (W22B32)	
Semester(s) in which the module is taught	3 / <i>second year</i>	
Person responsible for the module	<i>Ir. Sri Endang Anjarwani, M.Kom</i>	
Language	<i>Indonesian</i>	
Relation to curriculum	<i>Compulsory</i>	
Teaching methods	<i>Lectures, Discussions, Project</i>	
Workload (incl. contact hours, self-study hours)	Contact Hours every week, each week of the 16 weeks/semester including Evaluation <ul style="list-style-type: none"> <li>● 2 x 50 minutes lecturer/week</li> <li>● 2 x 60 minutes class exercise/week</li> <li>● Self Study hours = 120 minutes/week</li> </ul> Total workload 340 minutes/week	
Credit points	2(~ 4,8 ECTS)	
Required and recommended prerequisites for joining the module		
Module objectives/intended learning outcomes	1. Define and describe the characteristics and components of a software application by using several stages of Software creation/development for troubleshooting	PLO2: 25%
	2. Define and explain the software project management process, analyze software needs according to the concepts and principles of analysis	PLO2, PLO4, PLO9: 25%

	3. Define and explain the software project management process, analyze software needs according to the concepts and principles of analysis	PLO2, PLO4, PLO9: 50%
Content	The subject matter of human and computer interaction, is Introduction, Basic Concepts of Interaction Human and Computer, Human Factors (Aspects) in Human and Computer Interaction, Computer (Hardware, software and Interaction), Ergonomic Aspects, Variety Interface Dialog User, Interface Design, General Principles of User Design Interface and Usability	
Examination forms	<i>Assignments, Quiz, Simulation, Problem solving</i>	
Study and examination requirements	<i>Simulation 15%, Project 20%, Quiz 35% Problem solving 30%</i>	
Reading list	<ol style="list-style-type: none"> <li>1. Santosa Insap, 1997, Interaksi Manusia dan Komputer, Andi Offset, Yogyakarta.</li> <li>2. Sudarmawan dan Donyairyus, Interaksi Manusia dan Komputer, Andi Offset, Yogyakarta</li> <li>3. Surbakti, Irfan; Interaksi Manusia Dan Komputer, Edisi Jurusan Teknik Informatika-ITS, 2006</li> </ol>	