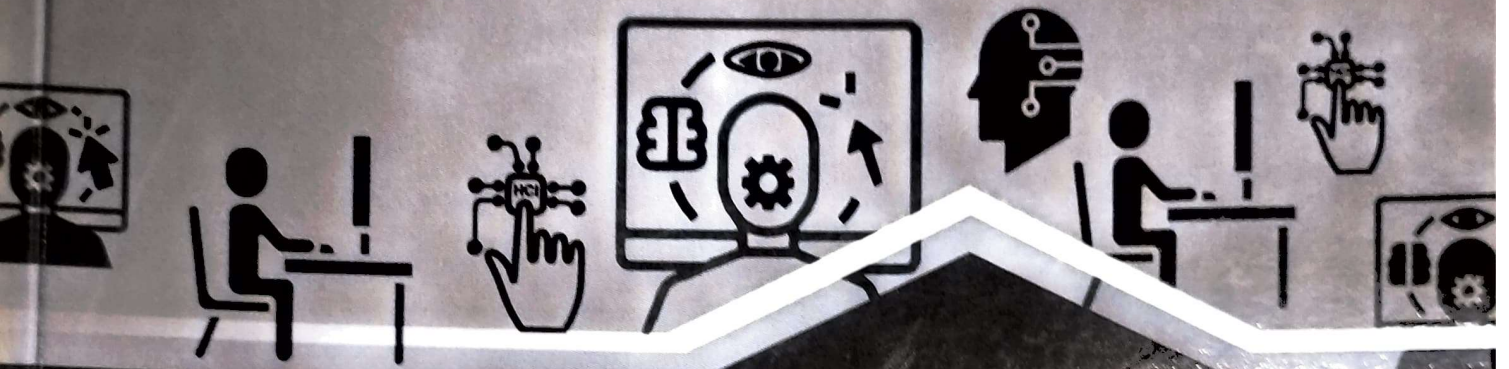


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(Computer Science)
According to New CBCS
Syllabus w.e.f. 2019-20



A Text Book of

Human Computer Interaction

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A Text Book of

Human Computer Interaction

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M.Sc.(Computer Science)

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1865

Chapter	Topics	No. of Lectures
1.	<p>Foundations of HCI</p> <ul style="list-style-type: none"> The Human: I/O channels – Memory – Reasoning and problem solving The computer: Devices – Memory – processing and networks Interaction: Models – frameworks – Ergonomics – styles – elements – interactivity- Paradigms 	9
2.	<p>Design and Software Process</p> <ul style="list-style-type: none"> Interactive Design basics – process – scenarios – navigation – screen design – Iteration and prototyping. HCI in software process – software life cycle – usability engineering – Prototyping in practice – design rationale. Design rules – principles, standards, guidelines, rules. Evaluation Techniques – Universal Design 	10
3.	<p>Models and Theories</p> <ul style="list-style-type: none"> Cognitive models –Socio-Organizational issues and stake holder requirements –Communication and collaboration models-Hypertext, Multimedia and WWW. 	10
4.	<p>Mobile HCI</p> <ul style="list-style-type: none"> Mobile Ecosystem: Platforms, Application frameworks Types of Mobile Applications: Widgets Applications, Games- Mobile Information Architecture, Mobile 2.0, Mobile Design: Elements of Mobile Design, Tools. 	10
5.	<p>Web Interface Design</p> <ul style="list-style-type: none"> Designing Web Interfaces – Drag and Drop, Direct Selection, Contextual Tools, Overlays, Inlays and Virtual Pages, Process Flow, Case Studies. 	9



M.Sc. Computer Science

(Sem-I)

- Paradigm of Programming Language
- Design and Analysis of Algorithms
- Artificial Intelligence
- Web Services

(Sem-II)

- Advanced Operating System
- Mobile Technologies
- Software Project Management
- Human Computer Interaction
- Soft Computing

(Sem-III)

- Software Architecture and Design Pattern
- Machine Learning
- Web Frameworks
- Big Data Analytics
- Web Analytics

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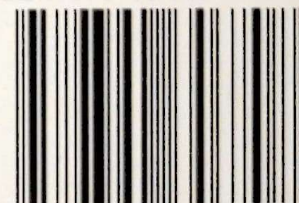


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