STUDENTS’ RATINGS/COMMENTS ON MODULE

Faculty: SCHOOL OF COMPUTING  
Academic Year: 2013/2014  
Department: COMPUTER SCIENCE  
Semester: 1  
Module: PHENOMENA AND THEORIES OF HUMAN-COMPUTER INTERACTION - CS4249  
Note: Feedback on module in general

Qn | Items Evaluated | Module Avg Score | Nos Responded
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1 | Overall Opinion of the module. | 3.778 | 18
2 | Expected Grade for the module. | 3.882 | 17
3 | Difficulty Level of the module. | 3.611 | 18

| QN\SCORE | 5 | 4 | 3 | 2 | 1 |
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Qn 1: Overall Opinion of the module. | Excellent | Good | Satisfactory | Unsatisfactory | Poor |
Qn 2: Expected Grade for the module. | A | B | C | D | F |
Qn 3: Difficulty Level of the module. | Very Difficult | Difficult | Average | Easy | Very Easy |

Frequency Distribution (Qn 1: Overall Opinion on the module.)

| ITEM\SCORE | Excellent | Good | Satisfactory | Unsatisfactory | Poor |
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Module | 4 (22.22%) | 8 (44.44%) | 4 (22.22%) | 2 (11.11%) | 0 (.00%) |
Module at Same Level (Dept) | 78 (27.76%) | 127 (45.20%) | 53 (18.86%) | 19 (6.76%) | 4 (1.42%) |
Module at Same Level (Fac) | 166 (24.92%) | 310 (46.55%) | 151 (22.67%) | 30 (4.50%) | 9 (1.35%) |

Frequency Distribution (Qn 2: Expected Grade for the module.)

| ITEM\SCORE | A | B | C | D | F |
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Module | 2 (11.76%) | 11 (64.71%) | 4 (23.53%) | 0 (.00%) | 0 (.00%) |
Module at Same Level (Dept) | 67 (25.38%) | 147 (55.68%) | 43 (16.29%) | 7 (2.65%) | 0 (.00%) |
Module at Same Level (Fac) | 163 (25.35%) | 403 (62.67%) | 68 (10.58%) | 9 (1.40%) | 0 (.00%) |

Frequency Distribution (Qn 3: Difficulty Level of the module.)

| ITEM\SCORE | Very Difficult | Difficult | Average | Easy | Very Easy |
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Module |  |  |  |  |  |
The best aspects of this module are:
1. The panel discussion.
2. The interesting theories and the project that forces us to use the concepts learnt in class.
3. Learning more HCI theories, and apply statistical analysis to support our HCI findings.
4. Chances of applying the theories learned for real in assignments, and student being forced to understand the concept by revision
5. Interesting and eye opening module content.
6. HCI panel discussion
7. Quizzes to ensure we understand! Also makes us not willing to fall asleep because the quizzes are also part of the class grades!
8. The first half of the semester topics!
9. The 2 assignments were really interesting and useful in deepening my knowledge of HCI and giving me a taste of what it is really like.
10. Enhancing my personal interest in the domain of HCI

This module could benefit most by:
1. Improving on the assignment materials provided.
2. Focusing more on HCI theories and less on statistics
3. lessen the dependency to use programming to carry out the assignments. a mock up is just fine.
4. Proper planning of the curriculum and assignments. The first half of the curriculum was fine in terms of the content as it taught subject matters that were relevant to the module title and description. However, the second half of the curriculum was more of a statistics class than an HCI-related class even though statistics do have its significance on conducting experiments that are HCI-related. However, that should not be the focus in this class based on the module description. There was no mention of any statistics related subject matters that will be taught in the class. Furthermore, our statistics class, ST2334 was not even listed as a pre-requisite. This makes me feel that the module focus deviated from the module description too much and did not provide as much insight into HCI as I wished for. The curriculum seemed too focused on research level matters but does not contain enough practical knowledge. Assignment 2 was badly planned and there were so many flaws in the design and the implementation of the assignment. While the assignment was based on the lecture materials, the assignment itself did not benefit me much as I hoped for insights into HCI that will help in the design of games that will required interaction by the players.
5. More practice, especially for the syllabus for the 2nd half of the semester.
6. better assignment crafting, clearer assignment requirements & instructions (since the start of the assignment), and more formal way of announcing
7. It is applicable in almost every system development.
8. maybe visit to HCI labs?
9. Give better code for assignment 2. The code is so badly written with no documentation and contains so many bugs.
10. I like the panel!!!