
HUMAN-COMPUTER INTERACTION PROGRAM (HCI)

Human-Computer Interaction (HCI) is an interdisciplinary field of study that prepares students to work in teams that design, assess, and redesign attractive, easy-to-use software and web sites. Through exposure to principles of design, human behavior, and computer science, the HCI program produces students that understand design principles for creating pleasing and usable software, implementation requirements, and human-computer interaction principles.

Averett University offers a HCI program for students choosing as their primary major either art, computer science, computer information systems, or psychology. The program is administered by the department of psychology in consultation with an advisory committee composed of faculty members drawn from each of the contributing departments.

Students must attain at least a 2.00 grade point average in the program in order to graduate.

Degree Requirements

Complete the requirements for a major in art, computer science, computer information systems, or psychology. The following courses are required in addition to the major:

Foundation courses (10 hours)

	Credit Hours
ART 100, The Visual Arts	3
MTH 160, Introduction to Statistics	3
CSS 211, Introduction to Programming	4

Human-Computer Interaction courses (9 hours)

PSY 232, Designing User-centered Web Sites.....	3
PSY 332, Evaluating Web Site Usability	3
PSY 373, Memory and Cognition	3

Electives (15-18 hours)

Select five of the approved electives below from departments other than your primary major.

Design

ART 110, Basic Drawing	3
ART 120, Basic Design	3
ART 130, Three-dimensional Design	3
ART 270, Applied Design.....	3

Human Behavior

PSY 120, Psychology as a Natural Science	4
PSY 219, Social Psychology	3
PSY 338, Research Design.....	3
PSY 323, Learning	3
PSY 387, Sensation and Perception	3

Computer Science	
CSS114, Web Authoring and Office Applications.....	3
CSS 212, Introduction to Programming II	4
CSS 231, Programming in C++.....	4
CSS 235, Programming in JAVA.....	4
CSS 305, Concepts of Information Systems	3
CSS 375, Principles of Databases	3
	Total 34-37

Sample Four-Year Course Sequence:

Human-Computer Interaction

Freshman Year:

ART 100, Visual Arts (fall and spring)
 PSY 232, Designing User-centered Web Sites
 Human Behavior Elective
 Design Elective

Sophomore Year:

MTH 160, Introduction to Statistics (fall and spring)
 CSS 211, Introduction to Programming
 Design Electives
 Computer Science Electives
 Human Behavior Elective

Junior Year:

PSY 373, Memory and Cognition
 PSY 332, Evaluating Web Site Usability
 Computer Science Electives
 Human Behavior Electives

Senior Year:

Computer Science Electives
 Human Behavior Electives