

# SM5302B: STUDIO II (HUMAN-COMPUTER INTERACTION)

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## Effective Term

Semester A 2025/26

## Part I Course Overview

### Course Title

Studio II (Human-Computer Interaction)

### Subject Code

SM - School of Creative Media

### Course Number

5302B

### Academic Unit

School of Creative Media (SM)

### College/School

School of Creative Media (SM)

### Course Duration

One Semester

### Credit Units

6

### Level

P5, P6 - Postgraduate Degree

### Medium of Instruction

English

### Medium of Assessment

English

### Prerequisites

SM5301B Studio I (Human-Computer Interaction)

### Precursors

Nil

### Equivalent Courses

Nil

### Exclusive Courses

Nil

## Part II Course Details

### Abstract

This project-based course is the second installment of the 4-part Studio-Thesis requirement of the Human-Computer Interaction (HCI) stream. Students will meet regularly and work closely with individual supervisors to initiate, research, prototype, produce and present their respective HCI projects. The course will be conducted in the form of guided mentoring, small-group instruction and peer critiques. The main objective of the Studio-Thesis is to create an intensive platform for ideas exchange, user experience exploration, and professional development in HCI.

### Course Intended Learning Outcomes (CILOs)

| CILOs |                                                                                                                             | Weighting (if app.) | DEC-A1 | DEC-A2 | DEC-A3 |
|-------|-----------------------------------------------------------------------------------------------------------------------------|---------------------|--------|--------|--------|
| 1     | Apply user-centered design principles and usability testing techniques in the studio project                                |                     | x      | x      | x      |
| 2     | Discuss the final implementation of the project through the creation of wireframes, user flows, experiments, and prototypes |                     | x      | x      | x      |
| 3     | Identify technical, conceptual and usability issues of the project based on the findings and results of CILO 2              |                     | x      | x      |        |
| 4     | Demonstrate the formulation of a new research agenda in response to user feedback and usability findings                    |                     | x      | x      |        |

#### A1: Attitude

Develop an attitude of discovery/innovation/creativity, as demonstrated by students possessing a strong sense of curiosity, asking questions actively, challenging assumptions or engaging in inquiry together with teachers.

#### A2: Ability

Develop the ability/skill needed to discover/innovate/create, as demonstrated by students possessing critical thinking skills to assess ideas, acquiring research skills, synthesizing knowledge across disciplines or applying academic knowledge to real-life problems.

#### A3: Accomplishments

Demonstrate accomplishment of discovery/innovation/creativity through producing /constructing creative works/new artefacts, effective solutions to real-life problems or new processes.

### Learning and Teaching Activities (LTAs)

| LTAs |                                         | Brief Description                                                                                                                   | CILO No.   | Hours/week (if applicable) |
|------|-----------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------|------------|----------------------------|
| 1    | Classroom critique/<br>Guided mentoring | Students will participate in presentation and reviewing of design outcomes, considering new user-centered design approaches         | 1, 2, 3, 4 |                            |
| 2    | Guided mentoring                        | Students will engage in continuous monitoring of their project through regular reports on project development and usability testing | 2, 3       |                            |

|   |                                |                                                                                                                          |      |  |
|---|--------------------------------|--------------------------------------------------------------------------------------------------------------------------|------|--|
| 3 | Independent study and practice | Students will engage in continuous practice of design and prototyping for introspective review and iterative development | 1, 4 |  |
|---|--------------------------------|--------------------------------------------------------------------------------------------------------------------------|------|--|

**Assessment Tasks / Activities (ATs)**

|   | ATs                        | CILO No. | Weighting (%) | Remarks ("- " for nil entry) | Allow Use of GenAI? |
|---|----------------------------|----------|---------------|------------------------------|---------------------|
| 1 | Project (work-in-progress) | 1, 2, 4  | 80            | -                            | Yes                 |
| 2 | Interim report             | 3, 4     | 20            | -                            | Yes                 |

**Continuous Assessment (%)**

100

**Examination (%)**

0

**Minimum Continuous Assessment Passing Requirement (%)**

0

**Minimum Examination Passing Requirement (%)**

0

**Assessment Rubrics (AR)****Assessment Task**

Research-based Project (work-in-progress)

**Criterion**

Students should demonstrate ability to apply knowledge and skills to undertake independent research, build up argument and analysis. The threshold of 'discovery' lies in a student's proactively turning theory into praxis, to transform course material into self-owned authorship.

**Excellent**

(A+, A, A-)

- Excellent grasp of materials, ability to explain key concepts, assumptions, and debates, demonstrating sound knowledge of the field
- Rich content, exceptional ability to integrate various resources into primary and secondary levels based on demand
- Design and conduct research which is firmly built on thorough knowledge of existing theoretical frameworks

**Good**

(B+, B, B-)

- Firm grasp of materials, ability to explain key concepts and assumptions
- Adequate content, strong ability to integrate various resources into primary and secondary levels based on demand
- Design and conduct research which is built on thorough knowledge of existing theoretical frameworks

**Fair**

(C+, C, C-)

- Comprehensive grasp of materials, able to explain key concepts
- Adequate content, fair ability to integrate various resources into primary and secondary levels based on demand
- Design and conduct research which is built on knowledge of theoretical frameworks

**Marginal**

(D)

- Loose grasp of materials, cannot explain key concepts
- Weak content, with primary and secondary levels
- Design and conduct research which is appropriate for the research objective

#### **Failure**

(F)

- Poor grasp of materials
  - Inadequate content, without primary and secondary levels
  - Fail to design and conduct research which is appropriate for the research objective
- 

### **Assessment Task**

Written Report

#### **Criterion**

Students should demonstrate ability to deliver a clear account of their thesis project.

#### **Excellent**

(A+, A, A-)

- Evaluative judgments about existing research and demonstrate application of strong critical thinking skills
- Strong ability to approach an HCI context or problem using a variety of theories and analytical tools
- Strong organization of research findings with effective organization and procedural clarity at the same time demonstrating the importance of the process
- Insightful suggestion of how the research findings may lead to future research

#### **Good**

(B+, B, B-)

- Appropriate judgments about existing research and demonstrate application of critical thinking skills
- Ability to approach an HCI context or problem using a variety of theories and analytical tools

#### **Fair**

(C+, C, C-)

- Appropriate judgments about existing research
- Weak ability to approach an HCI context or problem using a variety of theories and analytical tools

#### **Marginal**

(D)

- Marginal judgments about existing research
- Poor ability to approach an HCI context or problem using a variety of theories and analytical tools

#### **Failure**

(F)

- Fail to make reasonable judgments about existing research
  - Fail to approach an HCI context or problem using a variety of theories and analytical tools
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## **Part III Other Information**

### **Keyword Syllabus**

User-centered design, interaction design, usability testing, cognitive psychology in HCI, prototyping and wireframing, HCI principles and frameworks, UX design, human-computer interaction methodologies, user research methods

### **Reading List**

### Compulsory Readings

| Title |                                      |
|-------|--------------------------------------|
| 1     | To be advised by individual advisors |

### Additional Readings

| Title |                                      |
|-------|--------------------------------------|
| 1     | To be advised by individual advisors |