

In Progress

Please note that this Unit Profile is still in progress. The content below is subject to change.



COIS12036 *Human-Computer Interaction*

Term 2 - 2026

Profile information current as at 08/06/2026 03:03 pm

All details in this unit profile for COIS12036 have been officially approved by CQUniversity and represent a learning partnership between the University and you (our student). The information will not be changed unless absolutely necessary and any change will be clearly indicated by an approved correction included in the profile.

General Information

Overview

This unit shows the importance of designing easy-to-use Web-based applications. Topics include the underlying theories of human-computer interaction, design principles, guidelines, evaluation, and social and individual impact. Practical hands-on include the design, development and testing of a Web-based application using contemporary software development tools.

Details

Career Level: *Undergraduate*

Unit Level: *Level 2*

Credit Points: 6

Student Contribution Band: 8

Fraction of Full-Time Student Load: 0.125

Pre-requisites or Co-requisites

Prerequisite: COIT11222 Programming Fundamentals

Important note: Students enrolled in a subsequent unit who failed their pre-requisite unit, should drop the subsequent unit before the census date or within 10 working days of Fail grade notification. Students who do not drop the unit in this timeframe cannot later drop the unit without academic and financial liability. See details in the [Assessment Policy and Procedure \(Higher Education Coursework\)](#).

Offerings For Term 2 - 2026

- Brisbane
- Cairns
- Melbourne
- Online
- Rockhampton
- Sydney

Attendance Requirements

All on-campus students are expected to attend scheduled classes - in some units, these classes are identified as a mandatory (pass/fail) component and attendance is compulsory. International students, on a student visa, must maintain a full time study load and meet both attendance and academic progress requirements in each study period (satisfactory attendance for International students is defined as maintaining at least an 80% attendance record).

Website

[This unit has a website, within the Moodle system, which is available two weeks before the start of term. It is important that you visit your Moodle site throughout the term. Please visit Moodle for more information.](#)

Class and Assessment Overview

Recommended Student Time Commitment

Each 6-credit Undergraduate unit at CQUniversity requires an overall time commitment of an average of 12.5 hours of study per week, making a total of 150 hours for the unit.

Class Timetable

Regional Campuses

Bundaberg, Cairns, Emerald, Gladstone, Mackay, Rockhampton, Townsville

Metropolitan Campuses

Adelaide, Brisbane, Melbourne, Perth, Sydney

Assessment Overview

Assessment Grading

This is a graded unit: your overall grade will be calculated from the marks or grades for each assessment task, based on the relative weightings shown in the table above. You must obtain an overall mark for the unit of at least 50%, or an overall grade of 'pass' in order to pass the unit. If any 'pass/fail' tasks are shown in the table above they must also be completed successfully ('pass' grade). You must also meet any minimum mark requirements specified for a particular assessment task, as detailed in the 'assessment task' section (note that in some instances, the minimum mark for a task may be greater than 50%). Consult the [University's Grades and Results Policy](#) for more details of interim results and final grades.

CQUniversity Policies

All University policies are available on the [CQUniversity Policy site](#).

You may wish to view these policies:

- Grades and Results Policy
- Assessment Policy and Procedure (Higher Education Coursework)
- Review of Grade Procedure
- Student Academic Integrity Policy and Procedure
- Monitoring Academic Progress (MAP) Policy and Procedure – Domestic Students
- Monitoring Academic Progress (MAP) Policy and Procedure – International Students
- Student Refund and Credit Balance Policy and Procedure
- Student Feedback – Compliments and Complaints Policy and Procedure
- Information and Communications Technology Acceptable Use Policy and Procedure

This list is not an exhaustive list of all University policies. The full list of University policies are available on the [CQUniversity Policy site](#).

Previous Student Feedback

Feedback, Recommendations and Responses

Every unit is reviewed for enhancement each year. At the most recent review, the following staff and student feedback items were identified and recommendations were made.

Feedback from Unit coordinator

Feedback

Students tend to prioritise the coding aspects over engaging with the core principles and theories that underpin effective HCI.

Recommendation

During coding lessons, emphasise how appropriate design choices support the principles of human-computer interaction, demonstrating the connection between technical implementation and user-centered design.

Unit Learning Outcomes

On successful completion of this unit, you will be able to:

1. Describe the relationship between human computer interaction and interaction design
2. Demonstrate the main principles of interactive design through critical evaluation of an appropriate interactive Web-based application.
3. Demonstrate how human-computer interaction design and development methods are employed during the development of human-computer interaction prototypes and end user testing.
4. Apply the knowledge of human-computer interaction design and development methods in the construction of a small interactive Web-based application.
5. Demonstrate the knowledge and skill sets required in using appropriate software tools in the development of interactive Web-based application.

Australian Computer Society (ACS) recognises the Skills Framework for the Information Age (SFIA). SFIA is in use in over 100 countries and provides a widely used and consistent definition of ICT skills. SFIA is increasingly being used when developing job descriptions and role profiles.

ACS members can use the tool MySFIA to build a skills profile at <https://www.acs.org.au/professionalrecognition/mysfia-b2c.html>

This unit contributes to the following workplace skills as defined by SFIA. The SFIA code is included:

- User experience analysis (UNAN)
- User experience evaluation (USEV)
- Information content publishing (ICPM)
- Program ming/software development (PROG)
- Testing (TEST)

Alignment of Learning Outcomes, Assessment and Graduate Attributes

— N/A Level ● Introductory Level ● Intermediate Level ● Graduate Level ◦ Professional Level ◦ Advanced Level

Alignment of Assessment Tasks to Learning Outcomes

Assessment Tasks	Learning Outcomes				
	1	2	3	4	5
1 - Practical and Written Assessment - 20%	●	●			
2 - Practical and Written Assessment - 35%			●	●	●
3 - Practical and Written Assessment - 45%			●	●	●

Alignment of Graduate Attributes to Learning Outcomes

Graduate Attributes	Learning Outcomes				
	1	2	3	4	5
1 - Communication	●	●	●	●	●

Graduate Attributes

Learning Outcomes

2 - Problem Solving

3 - Critical Thinking

4 - Information Literacy

5 - Team Work

6 - Information Technology Competence

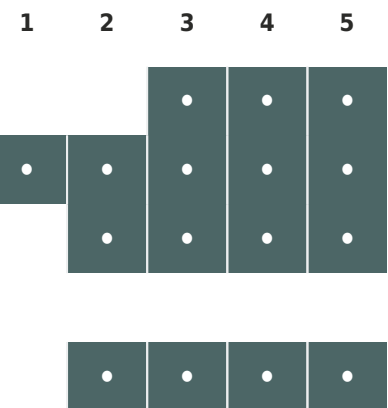
7 - Cross Cultural Competence

8 - Ethical practice

9 - Social Innovation

10 - First Nations Knowledges

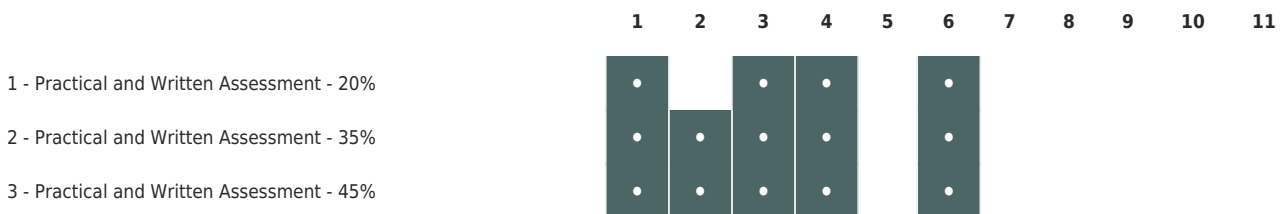
11 - Aboriginal and Torres Strait Islander Cultures



Alignment of Assessment Tasks to Graduate Attributes

Assessment Tasks

Graduate Attributes



Textbooks and Resources

Information for Textbooks and Resources has not been released yet.
This information will be available on Monday 22 June 2026

Academic Integrity Statement

Information for Academic Integrity Statement has not been released yet.
This unit profile has not yet been finalised.