هيئة تقويم التعليم والتدريب
Education & Training Evaluation Commission
اعتماد
NCAAA
2024
TP-153

Course Specification

(Bachelor)

Course Title:	Inclusive Design
Course Code:	HCI3104
Program:	BSc in Human Computer Interaction
Department:	Software Engineering
College:	Computing
Institution:	Umm Al Qura University
Version:	1.0
Last Revision Date:	22/04/2025

Table of Contents

A. General information about the course:

1. Course Identification

1. Credit hours: (3)					
2. Course type					
A.	☐University	☐College	☒ Department	☐Track	☐Others
B.	☒ Required		☐Elective		
3. Level/year at which this course is offered: (3rd year/ 6th level)					
4. Course General Description:					
This course explores the principles and practices of inclusive design. It focuses on creating products, services, and environments that are accessible and usable by people with diverse abilities. The course covers topics such as accessibility, best practice for web and beyond, web standards, design principles, assistive technologies, planning and implementing inclusive designs, and usability testing.					
5. Pre-requirements for this course (if any):					
HCI2101 - User Interface Design 1					
6. Co-requisites for this course (if any):					
None					
7. Course Main Objective(s):					
This course will equip students with the ability to recognize the diverse capabilities, needs, and aspirations of all end-users. This knowledge will empower them to create inclusive interfaces that meet the needs of as many users as possible.					

2. Teaching mode (mark all that apply)

No	Mode of Instruction	Contact Hours	Percentage
1	Traditional classroom	60	100
2	E-learning		
3	Hybrid • Traditional classroom • E-learning		
4	Distance learning		

3. Contact Hours (based on the academic semester)

No	Activity	Contact Hours
1.	Lectures	30
2.	Laboratory/Studio	30
3.	Field	
4.	Tutorial	
5.	Others (specify)	
Total		٦٠

B. Course Learning Outcomes (CLOs), Teaching Strategies and Assessment Methods

Code	Course Learning Outcomes	Code of PLOs aligned with the program	Teaching Strategies	Assessment Methods
1.0	**Knowledge and understanding**			
1.1	Demonstrate foundational knowledge of inclusive design principles.	K1	Lectures, discussions, projects	Assignments, Group project, & Exams
1.2	Explain the importance of inclusive and accessible design by recognizing diverse user needs, cultural contexts, and global perspectives.	K3	Lectures, discussions, projects	Assignments, Group project, & Exams
2.0	**Skills**			
2.1	Design and implement interfaces utilizing tools and best practices for inclusive designs.	S1	Lectures, discussions, projects	Assignments, Group project, & Exams
2.2	Evaluate the inclusivity of various interfaces.	S1	Lectures, discussions, projects	Assignments, Group project, & Exams
2.3	Work effectively as a team member in group project.	S5	Projects	Group project
3.0	**Values, autonomy, and responsibility**			
3.1	Recognize professional responsibilities and ethical principles when designing for users with diverse abilities.	V1	Lectures, discussions, projects	Assignments, Group project, & Exams

Code	Course Learning Outcomes	Code of PLOs aligned with the program	Teaching Strategies	Assessment Methods
3.2	Advocate for inclusivity and respect for diverse perspectives by designing technology solutions that are accessible and equitable for all users.	V2	Lectures, discussions, projects	Assignments, Group project, & Exams

C. Course Content

No	List of Topics	Contact Hours
1.	Designing with Accessibility in Mind	6
2.	Accessibility, Content, HTML, JavaScript, CSS, and the Land of Accessible Rich Internet Applications	6
3.	If It's Annoying, It's Probably Not Accessible	6
4.	Compliance and Accessibility	6
5.	Building a Vision for the Future: Design Strategies for Accessibility	6
6.	Inclusive Design Research	6
7.	Assistive Technologies	6
8.	Planning and Implementing Inclusive Designs	6
9.	Usability Testing	6
10.	Beyond the Web	6
Total		**60**

D. Students Assessment Activities

No	Assessment Activities *	Assessment timing (in week no)	Percentage of Total Assessment Score
1.	**Assignments**	**3-14**	**10**
2.	**Project**	**3-14**	**30**
3.	**Midterm**	**7-8**	**20**
4.	**Final Exam**	**16-17**	**40**

*Assessment Activities (i.e., Written test, oral test, oral presentation, group project, essay, etc.).

E. Learning Resources and Facilities

1. References and Learning Resources

Essential References	Inclusive Design for a Digital World: Designing with Accessibility in Mind. Regine M. Gilbert (2019).
Supportive References	
Electronic Materials	
Other Learning Materials	

2. Required Facilities and equipment

Items	Resources
facilities (Classrooms, laboratories, exhibition rooms, simulation rooms, etc.)	Traditional Classroom
Technology equipment (projector, smart board, software)	Multimedia Projector
Other equipment (depending on the nature of the specialty)	

F. Assessment of Course Quality

Assessment Areas/Issues	Assessor	Assessment Methods
Effectiveness of teaching	Students	Direct: Survey at the end of the course
Effectiveness of Students assessment	Instructor and quality assurance committee	Indirect: Course Report
Quality of learning resources	Instructor and quality assurance committee	Direct: Survey at the end of the course
The extent to which CLOs have been achieved	Instructor and quality assurance committee	Indirect: Course Report
Other		

Assessors (Students, Faculty, Program Leaders, Peer Reviewers, Others (specify)

Assessment Methods (Direct, Indirect)

G. Specification Approval

COUNCIL /COMMITTEE	**SOFTWARE ENGINEERING DEPARTMENT COUNCIL**
REFERENCE NO.	**THE 17TH MEETING FOR THE ACADEMIC YEAR 1446H**
DATE	**22/04/2025**


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