

## INFORMATICS COGNATE: HUMAN-COMPUTER INTERACTION

### BA in Informatics

The informatics major with a cognate in human-computer interaction requires at least 45 s.h. of work for the major, including 20-23 s.h. in cognate courses. The cognate is intended for students interested in designing useful and usable technologies. It can lead to careers in interaction design, web design, implementation of user interfaces and evaluation of human-computer interactions, as well as provide valuable skills for graduate studies in human-computer interaction.

The cognate's courses are drawn largely from psychology, sociology, and industrial engineering. Four required courses include foundational aspects of psychology or sociology, an examination of basic human abilities and performance relevant to information technology use, and an introduction to research topics in human-computer interaction.

Students must complete either the psychology area or the sociology area.

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#### Psychology

Students who choose the psychology area must satisfy the statistics requirement for the informatics core by taking 22S:008 Statistics for Business, 22S:025 Elementary Statistics and Inference, 22S:101 Biostatistics, or 22S:102 Introduction to Statistical Methods. The psychology area requires the following courses.

All of these:

031:002 Biological Psychology	4 s.h.
031:010 Research Methods in Psychology	4 s.h.
031:016 Introduction to Cognitive Psychology	3 s.h.
22C:296 Topics in Computer Science (topic must be human-computer interaction)	3 s.h.
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	14 s.h.

Two of these:

031:014 Introduction to Developmental Science	3 s.h.
031:015 Introduction to Social Psychology	3 s.h.
031:123 Psychology of Learning	3 s.h.
031:133 Sensation and Perception	3 s.h.
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	6 s.h.

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**Sociology**

Students who choose the sociology area must satisfy the statistics requirement for the informatics core by taking 034:010 Quantitative Data Analysis. The sociology area requires the following courses.

All of these:

034:001 Introduction to Sociology Principles	3-4 s.h.
034:009 Sociological Theory	3 s.h.
034:011 Research Methods	3 s.h.
22C:296 Topics in Computer Science (topic must be human-computer interaction)	3 s.h.
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	12-13 s.h.

Three of these:

034:020 Principles of Social Psychology	3-4 s.h.
034:125 Small Group Analysis	3 s.h.
056:144 Human Factors	3 s.h.
056:147 Ergonomics	3 s.h.
056:148 Human-Centered System Design	3 s.h.
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	9-10 s.h.

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