Human-Computer Interaction - course description

General information

Course name	Human-Computer Interaction
Course ID	14.2-WP-SocD-H-CI-S22
Faculty	Faculty of Social Sciences
Field of study	Sociology
Education profile	academic
Level of studies	Second-cycle studies leading to MS degree
Beginning semester	winter term 2022/2023

Course information

Semester	3
ECTS credits to win	2
Course type	optional
Teaching language	english
Author of syllabus	• dr Justyna Nyćkowiak

Classes forms

The class form	Hours per semester (full-time)	Hours per week (full-time)	Hours per semester (part-time)	Hours per week (part-time)	Form of assignment
Class	15	1	-	-	Credit with grade

Aim of the course

The aim of the course is to familiarize students with the basic concepts of human-computer interaction and user-centered design thinking.

Prerequisites

Scope

1. Introduction to Human-Computer Interaction
2. Interaction Design
3. Introduction to Interactive System Design
4. Effective interactive products
5. Data Gathering and Requirements Analysis with focus in HCI aspects
6. Usability Testing & Analytic Evaluation

Teaching methods

Discussions, Case Analysis, Project, e-learning, blended learning

Learning outcomes and methods of theirs verification

Outcome description	Outcome symbols	Methods of verification	The class form
Student is able to prepare appropriate written works or public presentations concerning both theoretical and empirical issues with their arguments (in Polish and foreign languages).	• K_W03	• case analysis	• Class
The student is ready to indicate new fields of activity and use the acquired knowledge both in the implementation of profit and non-profit projects.	• K_K04	• case analysis	• Class
Student is able to prepare appropriate written works or public presentations concerning both theoretical and empirical issues with their arguments (in Polish and foreign languages).	• K_U05	• case analysis	• Class

Assignment conditions

FORMA ZALICZENIA ĆWICZEŃ	UWAGI
Zaliczenie na ocenę	Tak
Passing conditions	Credit based on a case study work

Recommended reading

1. Lazar, J., Feng, J. H., & Hochheiser, H. (2017). Research methods in human-computer interaction. Morgan Kaufmann.
2. Dix, A., Finlay, J., Abowd, G. D., & Beale, R. (2003). Human-computer interaction. Pearson Education.
3. Green, W., Dunn, G., & Hoonhout, J. (2009). Social Interaction Experiences in Reality-Based Interaction. Challenges in the Evaluation of Usability and User Experience in Reality Based Interaction, 11.

Further reading

1. Christou, G., Ritter, F. E., & Jacob, R. J. (2009). Knowledge-based usability evaluation for reality-based interaction. In Challenges in the evaluation of usability and user experience in reality-based interaction (workshop proceedings). At CHI 2009 Conference on Human Factors in Computing Systems, Boston, MA (pp. 36-39).
2. Heldal, I., & Spante, M. (2009). Assessing collaboration in virtual environments. Challenges in the Evaluation of Usability and User Experience in Reality Based Interaction, 32.
3. Leanne, M., & Robert, J. (2009). Using brain measurement to evaluate reality based interactions. *Challenges in the Evaluation of Usability and User Experience in Reality Based Interaction*, *5*, 19-20.

Notes

Modified by dr Tomasz Kołodziej (last modification: 15-04-2022 12:56)