



Year : 2018/19

30217 - Person-Computer Interaction

Syllabus Information

Academic Year:	2018/19
Subject:	30217 - Person-Computer Interaction
Faculty / School:	110 - 326 -
Degree:	330 - Complementos de formación Máster/Doctorado 443 - Bachelor's Degree in Informatics Engineering 439 - Bachelor's Degree in Informatics Engineering
ECTS:	6.0
Year:	443 - Bachelor's Degree in Informatics Engineering: 2 439 - Bachelor's Degree in Informatics Engineering: 2 330 - Complementos de formación Máster/Doctorado: XX
Semester:	Half-yearly
Subject Type:	ENG/Complementos de Formación, Compulsory
Module:	---

General information

Aims of the course

Context and importance of this course in the degree

Recommendations to take this course

Learning goals

Competences

Learning goals

Importance of learning goals

Assessment (1st and 2nd call)

Assessment tasks (description of tasks, marking system and assessment criteria)

Methodology, learning tasks, syllabus and resources

Methodological overview

The learning process designed for this subject is based on:

- Continuous study and work, starting from the first day.
- The learning of concepts and methodologies for the analysis and design of user interfaces during the master classes, in which the students' participation will be fostered.
- The application of such knowledge in the classes of problem solving. In these classes, students will have an active role in the analysis of use cases, good practices and practical examples.
- In the laboratory practical classes, the student will review use cases and will learn the technologies required to develop user interfaces in different platforms.
- Group work will be carried out by developing a project of an application user interface proposed by the teachers. This work will be considered for the evaluation mark in the terms expressed in that section.

Learning tasks

The program offered to the student in order to help him/her to achieve the expected results include the following activities:

- In master classes, the program of the subject will be developed.
- In problem solving classes, cases of good practices will be analyzed and problems about the application of the concepts and techniques will be solved.
- The practical sessions will be carried out in a computer laboratory. In each session, the student will have to put into practice the activities previously programmed.

Syllabus

The program of the subject is the following:

- Human Computer - Interaction (HCI)
- Human factors and their relation with interactive interface systems
- Computer and interaction. Interaction hardware and devices
- Interaction: styles, models and paradigms
- User interface prototypes
- Techniques for the design of user interfaces
- HCI evaluation techniques: heuristics, standards, guides...
- Techniques and tools for GUI development
- Advanced User Interfaces. Mobile interfaces.
- Use cases

Course planning and calendar

The planning of classroom teaching and the presentation of works will be adjusted to the general schedule established by the University of Zaragoza and the corresponding centers.

Bibliography and recommended resources