FACULTY OF **ENGINEERING**

DEGREE COURSE: **COMPUTER AND CONTROL ENGINEERING**

MASTER DEGREE: **COMPUTER AND CONTROL ENGINEERING**

SUBJECT: HUMAN-COMPUTER INTERACTION

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OBJECTIVES

The course focuses on the study, planning, design and uses of the interfaces between people (users) and computers, focusing on cognitive processes, design methodologies and validation systems.

CONTENTS

The course is composed of 9 learning units:

1. Introduction of the course
2. User
3. Computer
4. Interaction between user and computers
5. Interaction paradigms
6. HCI in software engineering
7. Usability assessment
8. Ubiquitous Computing
9. Conclusion

LEARNING OUTCOMES

Building of Knowledge:

- basics of HCI and related issues in requirements and systems
- design techniques for optimizing interaction

Building of Capability:

- ability of applying design techniques for implementing usable interfaces
- ability of applying validation methods for evaluating and comparing interfaces

ASSESSMENT

Written exam: multiple-choice tests and open-ended questions

RECOMMENDED TEXTBOOKS

- Dix A., Finlay J., Abowd G. D., Beale R., *Human-Computer Interaction* (Third edition)