

Course Code	Course Name	Semester	Theory	Practice	Lab	Credit	ECTS
INF352	Introduction to Human Computer Interaction	5	3	0	0	3	4
Prerequisites							
Admission Requirements							
Language of Instruction	French						
Course Type	Elective						
Course Level	Bachelor Degree						
Objective	<p>The goal of this course is to teach the fundamental concepts on human computer interaction and user interfaces that improve in parallel with the development in information technologies and the needs of users</p> <p>History of human computer interaction</p> <p>Principal compounds of interaction: human and computer</p> <p>Interaction paradigms</p> <p>User interaction design</p> <p>Interaction models</p> <p>Ergonomy in interaction</p> <p>Principles of visual design</p>						
Content	<p>Midterm</p> <p>User interfaces</p> <p>Article/project presentations</p> <p>Innovative interfaces</p> <p>Usability</p> <p>User experience</p> <p>Group project presentations</p> <p>1- "Human-Computer Interaction", Alan Dix, Janet Finlay, Gregory Abowd, Russel Beale, Pearson Education Limited 2004</p>						
References	<p>2- "Interaction design: beyond human-computer interaction", Yvonne Rogers, Helen Sharp, Jenny Preece, John Wiley & Sons 2002</p>						

Theory Topics

Week	Weekly Contents
1	History of human computer interaction
2	Principal compounds of interaction: human and computer
3	Interaction paradigms
4	User interaction design
5	Interaction models
6	Ergonomy in interaction
7	Principles of visual design
8	Midterm
9	User interfaces
10	Article/project presentations
11	Innovative interfaces
12	Usability
13	User experience
14	Group project presentations