

## Content

| Course Code | Course Name                | Semester | Theory | Practice | Lab | Credit | ECTS |
|-------------|----------------------------|----------|--------|----------|-----|--------|------|
| INF 509     | Human Computer Interaction | 1        | 3      | 0        | 0   | 3      | 6    |

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|------------------------|--|
| Prerequisites          |  |
| Admission Requirements |  |

|                         |  |
|-------------------------|--|
| Language of Instruction | English  |
| Course Type             | Elective   |
| Course Level            | Masters Degree   |
| Objective               | The goal of the course is to familiarize students with the principles and research issues related to HCI   |
| Content                 | Week 1. Introduction to human computer interaction<br><br>Week 2. History of HCI<br><br>Week 3. Human: I/O channels, memory<br><br>Week 4. Human: reasoning and problem solving<br><br>Week 5. Computer: I/O devices, memory, processing<br><br>Week 6. Interaction: models of interaction<br><br>Week 7. Oral presentations<br><br>Week 8. Interaction styles<br><br>Week 9. Usability paradigms and principles<br><br>Week 10. Interaction design<br><br>Week 11. Oral presentations<br><br>Week 12. Graphical user interfaces<br><br>Week 13. Advanced topics<br><br>Week 14. Project presentations |
| References              | 'Human computer interaction', Alan Dix.  |

## Theory Topics

| Week | Weekly Contents                            |
|------|--|
| 1    | Introduction to human computer interaction |
| 2    | History of HCI                             |
| 3    | Human: I/O channels, memory                |
| 4    | Human: reasoning and problem solving       |
| 5    | Computer: I/O devices, memory, processing  |

| <b>Week</b> | <b>Weekly Contents</b>             |
|-------------|------------------------------------|
| 6           | Interaction: models of interaction |
| 7           | Oral presentations                 |
| 8           | Interaction styles                 |
| 9           | Usability paradigms and principles |
| 10          | Interaction design                 |
| 11          | Oral presentations                 |
| 12          | Graphical user interfaces          |
| 13          | Advanced topics                    |
| 14          | Project presentations              |