

30217 - Person-Computer Interaction

Información del Plan Docente

Academic Year	2016/17
Academic center	110 - Escuela de Ingeniería y Arquitectura 326 - Escuela Universitaria Politécnica de Teruel
Degree	439 - Bachelor's Degree in Informatics Engineering 443 - Bachelor's Degree in Informatics Engineering 330 - Complementos de formación Máster/Doctorado
ECTS	6.0
Course	XX
Period	Half-yearly
Subject Type	ENG/Complementos de Formación, Compulsory
Module	---

1.Basic info

1.1.Recommendations to take this course

1.2.Activities and key dates for the course

2.Initiation

2.1.Learning outcomes that define the subject

2.2.Introduction

3.Context and competences

3.1.Goals

3.2.Context and meaning of the subject in the degree

3.3.Competences

3.4.Importance of learning outcomes

4.Evaluation

5.Activities and resources

5.1.General methodological presentation

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

30217 - Person-Computer Interaction

- 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.

5.2.Learning activities

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.

5.3.Program

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

5.4.Planning and scheduling

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.

5.5.Bibliography and recommended resources