



Subject card

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| Subject name and code | Human-computer interaction, PG_00045305 | | | | | | |
| Field of study | Data Engineering | | | | | | |
| Date of commencement of studies | October 2021 | Academic year of realisation of subject | | | | 2022/2023 | |
| Education level | first-cycle studies | Subject group | | | | Obligatory subject group in the field of study Subject group related to scientific research in the field of study | |
| Mode of study | Full-time studies | Mode of delivery | | | | at the university | |
| Year of study | 2 | Language of instruction | | | | Polish | |
| Semester of study | 4 | ECTS credits | | | | 4.0 | |
| Learning profile | general academic profile | Assessment form | | | | assessment | |
| Conducting unit | Department of Informatics in Management -> Faculty of Management and Economics | | | | | | |
| Name and surname of lecturer (lecturers) | Subject supervisor | prof. dr hab. inż. Marcin Sikorski | | | | | |
| | Teachers | prof. dr hab. inż. Marcin Sikorski dr inż. Magdalena Ciesielska | | | | | |
| Lesson types and methods of instruction | Lesson type | Lecture | Tutorial | Laboratory | Project | Seminar | SUM |
| | Number of study hours | 30.0 | 0.0 | 30.0 | 0.0 | 0.0 | 60 |
| | E-learning hours included: 0.0 | | | | | | |
| Learning activity and number of study hours | Learning activity | Participation in didactic classes included in study plan | Participation in consultation hours | | Self-study | SUM | |
| | Number of study hours | 60 | 8.0 | | 32.0 | 100 | |
| Subject objectives | <ul style="list-style-type: none"> familiarize students with the principles of building effective human-computer interaction learn how to design, evaluate and improve ergonomics of the user interface acquire practical skills of conducting usability tests and organizing cooperation with users during an IT project | | | | | | |
| Learning outcomes | Course outcome | Subject outcome | | | Method of verification | | |
| | [K6_U02] designs, analyses correctness and creates functional specification of IT systems, selects appropriate measures, creates quality models, prepares and assesses their design documentation. | Student is able to work in a team and organize cooperation between supplier and customer/users in an IT project | | | [SU1] Assessment of task fulfilment | | |
| | [K6_W11] has knowledge of the role of man in social structures and the impact of their decisions on economic situation of business entities | The student has an extended knowledge on guidelines for interaction design and on methods of developing the user interface | | | [SW1] Assessment of factual knowledge | | |
| | [K6_K03] Knows how to cooperate or work in a project team and take managerial or executive functions. | Student is able to work in a team and organize cooperation between supplier and customer/users in an IT project | | | [SK1] Assessment of group work skills | | |
| Subject contents | <ol style="list-style-type: none"> Ergonomics, usability and User Experience. Characteristics of the user. GUI interface - guidelines and principles of design. Methods of development. Web interface - guidelines and principles of design. Methods of development. UCD approach - quality management, User-Centred Design methodology. UCD approach - methods for eliciting requirements, context of use analysis. UCD approach prototyping, evaluation and usability tests. UCD approach collecting data from users. Surveys and questionnaires. UCD approach reporting results from usability studies. Methods of collaboration with users in IT projects. Multimodal and natural user interfaces. Developing economic interactions. Trust on-line in e-business and in e-services. Creativity and innovation in developing interactions on-line between customer and service vendor. | | | | | | |

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| Prerequisites and co-requisites | | | |
| Assessment methods and criteria | Subject passing criteria | Passing threshold | Percentage of the final grade |
| | written cologium | 60.0% | 50.0% |
| | laboratory exercises | 60.0% | 50.0% |
| Recommended reading | Basic literature | Literatura podstawowa: Sikorski M. Interaction Design in Agile IT Projects. Wyd. PG, 2021 Sharp H., Rogers Y., Preece J.: Interaction Design. Beyond Human-Computer Interaction. Wiley, 2019. | |
| | Supplementary literature | Schneiderman B., et al. (2017). Designing the User Interface: Strategies for Effective Human-Computer Interaction. Pearson | |
| | eResources addresses | Podstawowe https://www.researchgate.net/publication/357434574_INTERACTION_DESIGN_IN_AGILE_IT_PROJECTS - Sikorski M. Interaction Design in Agile IT Projects. Wyd. PG, 2021 Adresy na platformie eNauczanie: Human-Computer Interaction ID 2022/2023 - Moodle ID: 24306 https://enauczanie.pg.edu.pl/moodle/course/view.php?id=24306 | |
| Example issues/ example questions/ tasks being completed | Exemplary questions: - user-system interaction techniques - prototyping in user interface design - methods of cooperation with users during an IT project | | |
| Work placement | Not applicable | | |

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