

Subject card

Subject name and code	Industrial User Interfaces - Project, PG_00049211								
Field of study	Automatic Control, Cybernetics and Robotics								
Date of commencement of studies	February 2023		Academic year of realisation of subject			2023/	2023/2024		
Education level	second-cycle studies		Subject group			Optional subject group 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	3		ECTS credits			1.0			
Learning profile	general academic profile		Assessment form			assessment			
Conducting unit	Department of Decision Systems and Robotics -> Faculty of Electronics, Telecommunications and Informatics								
Name and surname of lecturer (lecturers)	Subject supervisor		dr inż. Tomasz Białaszewski						
	Teachers		mgr inż. Marek Grzegorek						
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Projec	et	Seminar	SUM	
	Number of study hours	0.0	0.0	0.0	15.0		0.0	15	
	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	15		2.0		8.0		25	
Subject objectives	Familiaraze students with selected I / O devices Paying attention to the diversity of interfaces Presentation of a general interface design scheme Indicate the directions of further development of interfaces								
Learning outcomes	Course outcome		Subject outcome			Method of verification			
	[K7_U03] can design, according to required specifications, and make a complex device, facility, system or carry out a process, specific to the field of study, using suitable methods, techniques, tools and materials, following engineering standards and norms, applying technologies specific to the field of study and experience gained in the professional engineering environment [K7_U02] can perform tasks related to the field of study as well as formulate and solve problems applying recent knowledge of physics and other areas of science		Student knows how to design and implement user interface, using proper tools for given application.			[SU2] Assessment of ability to analyse information [SU1] Assessment of task fulfilment			
			compatibility with given application of user interfaces to assure good			[SU2] Assessment of ability to analyse information [SU1] Assessment of task fulfilment			

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Subject contents	Introduction: principles of assessment, which is an interface, history Devices interaction 1 Devices interaction 2 Styles of human-computer interaction, text interface The graphical interface, the categories of controls Presentation of controls, functions Menus, windows, icons and tiles direct manipulation forms Acoustic signals and natural language multimedia Systems Virtual reality Augmented reality Interface Design 1 Interface Design 2					
Prerequisites and co-requisites						
Assessment methods	Subject passing criteria	Passing threshold	Percentage of the final grade			
and criteria	exam	50.0%	100.0%			
Recommended reading	Basic literature	"Podstawy interfejsów użytkownika", Witold Malina, Mariusz Szwoch, PWNT Gdańsk 2015 https://en.wikipedia.org/wiki/User_interface https://pl.wikipedia.org/wiki/Interfejs_%28urz%C4%85dzenie%29				
	Supplementary literature	https://en.wikipedia.org/wiki/User_interface_design				
	eResources addresses	Adresy na platformie eNauczanie:				
Example issues/ example questions/ tasks being completed	What is user interface? What style of interaction are used? What are elements of interface? What are the general rules for the design of user interface?					
Work placement	Not applicable					

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