



Subject card

Subject name and code	Laboratory of Software Usability, PG_00048282						
Field of study	Informatics						
Date of commencement of studies	February 2024	Academic year of realisation of subject			2024/2025		
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	1	Language of instruction			Polish		
Semester of study	2	ECTS credits			1.0		
Learning profile	general academic profile	Assessment form			assessment		
Conducting unit	Department of Software Engineering -> Faculty of Electronics, Telecommunications and Informatics						
Name and surname of lecturer (lecturers)	Subject supervisor	dr inż. Michał Wróbel					
	Teachers	dr inż. Michał Wróbel					
Lesson types and methods of instruction	Lesson type	Lecture	Tutorial	Laboratory	Project	Seminar	SUM
	Number of study hours	0.0	0.0	15.0	0.0	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	The aim of the course is to acquaint students with the practical aspects of software usability testing methods.						

Learning outcomes	Course outcome	Subject outcome	Method of verification
	[K7_U09] can carry out a critical analysis of the functioning of existing technical solutions and assess these solutions, as well as apply experience related to the maintenance of advanced technical systems, devices and facilities typical for the field of studies, gained in the professional engineering environment	Student uses methods of software usability evaluation.	[SU1] Assessment of task fulfilment
	[K7_U06] can analyse the operation of components, circuits and systems related to the field of study; measure their parameters; examine technical specifications; interpret obtained results and draw conclusions	Is able to design and conduct software usability studies, and analyze their results.	[SU5] Assessment of ability to present the results of task
	[K7_U42] can solve engineering and research problems including design, assessment and maintenance of information systems and applications, using experimental methods and management techniques	Student is able to propose a modification of the existing and developed application based on the usability analysis.	[SU2] Assessment of ability to analyse information
	[K7_W43] Knows and understands, to an increased extent, the formal, technical and social aspects of the operation of complex information systems in the information society and in the global information infrastructure.	Student understands the meaning and knows the methods of designing information systems that meet the conditions of usability and accessibility.	[SW2] Assessment of knowledge contained in presentation
[K7_K03] is ready to meet social obligations, inspire and organise activities for the social environment, initiate actions for the public interest, think and act in an entrepreneurial way	Is able to assess accessibility of the software for users with diverse disabilities and constraints.	[SU4] Assessment of ability to use methods and tools	
Subject contents	The laboratory consists of 6 stands where students perform the following tasks: 1. Desktop UX - usability study of desktop applications 2. Mobile UX - usability study mobile applications 3. Eye-tracking - enhanced eye-tracking usability testing 4. FaceReader - enhanced usability tests using emotion recognition 5. OS & Web Accessibility Sight - study of accessibility of the operating system and web pages for people with visual impairment 6. OS & Web Accessibility Hands - study of accessibility of the operating system and web pages for people with motoric impairment		
Prerequisites and co-requisites	Theoretical knowledge related to software usability testing.		
Assessment methods and criteria	Subject passing criteria	Passing threshold	Percentage of the final grade
	Stand No. 1	50.0%	16.0%
	Stand No. 6	50.0%	17.0%
	Stand No. 5	50.0%	16.0%
	Stand No. 2	50.0%	17.0%
	Stand No. 3	50.0%	17.0%
	Stand No. 4	50.0%	17.0%
Recommended reading	Basic literature	• Sikorski Marcin, Interakcja człowiek-komputer, PJWSTK, 2010.	
	Supplementary literature	• Cooper A.: Wariaci rządzą domem wariatów: dlaczego produkty wysokich technologii doprowadzają nas do szaleństwa i co zrobić, żeby tego uniknąć, Warszawa, Wydawnictwa Naukowo-Techniczne, 2001.	
	eResources addresses	Adresy na platformie eNauczanie:	
Example issues/ example questions/ tasks being completed	Test the usability of desktop application		
Work placement	Not applicable		