GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	Human-computer interaction, PG_00045305		
Field of study	Data Engineering		
Date of commencement of studies	October 2024	Academic year of realisation of subject	2025/2026
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	

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

- 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

Subject contents

1. Ergonomics, usability and User Experience.
2. Characteristics of the user.
3. GUI interface - guidelines and principles of design. Methods of development.
4. Web interface - guidelines and principles of design. Methods of development.
5. UCD approach - quality management, User-Centred Design methodology.
6. UCD approach - methods for eliciting requirements, context of use analysis.
7. UCD approach prototyping , evaluation and usability tests.
8. UCD approach collecting data from users. Surveys and questionnaires.
9. UCD approach reporting results from usability studies.
10. Methods of collaboration with users in IT projects.
11. Multimodal and natural user interfaces.
12. Developing economic interactions. Trust on-line in e-business and in e-services.
13. Creativity and innovation in developing interactions on-line between customer and service vendor.

Prerequisites and co-requisites

Assessment methods and criteria

Subject passing criteria	Passing threshold	Percentage of the final grade
written coloqium	60.0%	50.0%
laboratory exercises	60.0%	50.0%

Recommended reading

Basic literature	Literatura podstawowa: Sharp H., Rogers Y., Preece J.: Interaction Design. Beyond Human-Computer Interaction. Wiley, 2011. Sikorski M. (2011). User-System Interaction Design in IT Projects.Politechnika Gdańska, Gdańsk, 2011
Supplementary literature	Schneiderman B., et al. (2017). Designing the User Interface: Strategies for Effective Human-Computer Interaction. Pearson
eResources addresses	Adresy na platformie eNauczanie:

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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