



## Subject card

|   |   |  |   |                                     |   |            |     |
|---|---|--|---|-------------------------------------|---|------------|-----|
| Subject name and code                       | Laboratory of Software Usability, PG_00048282   |  |   |                                     |   |            |     |
| Field of study                              | Informatics   |  |   |                                     |   |            |     |
| Date of commencement of studies             | February 2025   |  | Academic year of realisation of subject |                                     | 2025/2026   |            |     |
| Education level                             | second-cycle studies  |  | Subject group                           |                                     | Optional subject group<br>Specialty subject group<br>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. |  |   |                                     |   |            |     |

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| Learning outcomes  | Course outcome   | Subject outcome   | Method of verification  |
|  | [K7_U12] is able, to an increased extent, to analyze the operation of components and systems related to the field of study, as well as to measure their parameters and study their technical characteristics, and to plan and carry out experiments related to the field of study, including computer simulations, interpret the obtained results and draw conclusions   | Knows and understands methods for evaluating software usability and can design and conduct usability tests.   | [SU4] Assessment of ability to use methods and tools<br>[SU1] Assessment of task fulfilment |
|  | [K7_W11] knows and understands, to an increased extent, the general principles of creation and development of forms of individual entrepreneurship and the economic, legal and other conditions of various types of activities related to the awarded qualification, including the principles of protection of industrial property and copyright law   | Is able to conduct a usability evaluation of the software to improve its business value.  | [SW3] Assessment of knowledge contained in written work and projects                        |
|  | [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  |
|  | [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   |
| Subject contents   | The laboratory consists of 6 stands where students perform the following tasks:<br>1. Desktop UX - usability study of desktop applications<br>2. Mobile UX - usability study mobile applications<br>3. Eye-tracking - enhanced eye-tracking usability testing<br>4. FaceReader - enhanced usability tests using emotion recognition<br>5. OS & Web Accessibility Sight - study of accessibility of the operating system and web pages for people with visual impairment<br>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. 4  | 50.0%   | 17.0%   |
|  | Stand No. 2  | 50.0%   | 17.0%   |
|  | Stand No. 5  | 50.0%   | 16.0%   |
|  | Stand No. 6  | 50.0%   | 17.0%   |
|  | Stand No. 1  | 50.0%   | 16.0%   |
|  | Stand No. 3  | 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/<br>example questions/<br>tasks being completed | Test the usability of desktop application  |   |   |
| Work placement   | Not applicable   |   |   |