GDAŃSK UNIVERSITY OF TECHNOLOGY

Subject card

Subject name and code	Laboratory of Software Usability, PG_00048282
Field of study	Informatics

Date of commencement of studies	February 2026	Academic year of realisation of subject	2026/2027
Education level	second-cycle studies	Subject group	Optional subject group Specialty 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 -> Wydziały Politechniki Gdańskiej

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_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_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_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.	[SU1] Assessment of task fulfilment [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. 3	50.0%	17.0%
	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. 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

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