

SUBJECT TEACHING GUIDE

G654 - Person-Computer Interaction

Degree in Computer Systems Engineering

Academic year 2023-2024

1. IDENTIFYING DATA					
Degree	Degree in Computer Systems Engineering			Type and Year	Compulsory. Year 3
Faculty	Faculty of Sciences				
Discipline	Subject Area: Computer Programming Compulsory Module				
Course unit title and code	G654 - Person-Computer Interaction				
Number of ECTS credits allocated	6	Term	Semester based (1)		
Web	http://moodle.unican.es/moodle2/				
Language of instruction	Spanish	English Friendly	No	Mode of delivery	Face-to-face

Department	DPTO. MATEMATICAS, ESTADISTICA Y COMPUTACION				
Name of lecturer	RAFAEL DUQUE MEDINA				
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Other lecturers					

3.1 LEARNING OUTCOMES	
- Know the techniques and devices used in human-computer interaction, their standards, guides, styles and regulations, in order to ensure efficient use of systems and services they support.	
- Design, implement and evaluate human-computer interfaces that ensure accessibility and usability of computer systems, services and applications	

4. OBJECTIVES

- Present the basic principles of user-centred software development process.
- Present the main paradigms and interaction styles.
- Present the main design guidelines to ensure usability of software applications
- Design interactive systems that integrate user support mechanisms.
- Design user interfaces adapted to different cultures, regions, or languages.

6. SUBJECT PROGRAM

CONTENTS

1	INTRODUCTION
2	HUMAN FACTOR
3	INTERACTION PARADIGMS
4	INTERACTION STYLES
5	DESIGNING INTERACTIVE SYSTEMS
6	EVALUATION OF USABILITY

7. ASSESSMENT METHODS AND CRITERIA

Description	Type	Final Eval.	Reassessn	%
Exam	Written exam	Yes	Yes	30,00
Laboratory	Laboratory evaluation	No	Yes	40,00
Exercises	Activity evaluation with Virtual Media	No	Yes	30,00
TOTAL				100,00
Observations				
Students will have to pass both the written exam and the laboratory evaluation. The grade of the students who pass only one or two of these assessments (written exam, exam, laboratory) will be calculated as the minimum of 4.9 and the average grade obtained.				
Observations for part-time students				
The part-time students who can not follow the continuous evaluation must pass a laboratory test (40%) and a written theory test (60%)				

8. BIBLIOGRAPHY AND TEACHING MATERIALS

BASIC

- Ben Shneiderman, Catherine Plaisant. Designing the User Interface. Techniques for Effective HumanComputer Interaction. Addison-Wesley, 2017.
- Jenny Preece, Yvonne Rogers, Helen Sharp. Interaction Design: Beyond Human-Computer Interaction. John Wiley & Sons, 2019.