inf100 - Human Computer Interaction

Module label: Human Computer Interaction
Module code: inf100
Credit points: 6.0 KP
Workload: 180 h

Used in course of study:
- Master's Programme Business Informatics > Bereichswahlmodule
- Master's Programme Computing Science > Praktische Informatik
- Master's Programme Embedded Systems and Microrobotics > Akzentsetzungsmodule
- Master's Programme Engineering of Socio-Technical Systems > Embedded Brain Computer Interaction
- Master's Programme Engineering of Socio-Technical Systems > Human-Computer Interaction

Contact person:
Module responsibility
- Susanne Boll-Westermann
- Die im Modul Lehrenden

Authorized examiners:
- Susanne Boll-Westermann
- Die im Modul Lehrenden

Entry requirements:
Skills to be acquired in this module:
Professional competence
The students:
- Name the human-computer interaction core principles
- Characterise the basic elements of the human-centered design of interactive systems

Methodological competence
The students:
- Comprehend context of use and user requirements of human-machine interfaces
- Design, develop and evaluate human-machine interfaces
- Conduct experiments with their prototypes

Social competence
The students:
- Implement human-computer interfaces in practical hands-on projects in teams
- Evaluate human-machine interfaces with potential users
- Develop and present solutions for Human-Computer Interaction related problems
- Integrate technical and factual comments into own results

Module contents:
The module introduces the field of human-computer interfaces and their historical context. Moreover, it shows motivating examples of human-computer interaction. The module covers the core principles of human-computer interaction. In detail, the module deals with the design concepts of interactive systems: context of use, requirements and task analysis, human perception capabilities, design process, usability, prototyping and evaluation. During the practical project a concrete human-computer interface will be designed, developed and evaluated according to these concepts.

Reader’s advisory:
- Alan Dix, Jane Finlay, Gegory Abowd, Russel Beale, Human Computer Interaction Person, 2004
- Markus Dahm, Grundlagen der Mensch Computer-Interaktion. Pearson, 2006
- Literature in the reserve shelf in the university bibliography. Link list in Stud.IP.

Links:
- medien.informatik.uni-oldenburg.de/lehre
- Language of instruction: German
- Duration (semesters): 1 Semester
- Module frequency: once a year
- Module capacity: unlimited
### Modullevel
AS (Akzentsetzung / Accentuation)

### Modulart
Pflicht o. Wahlpflicht / compulsory or optional

### Lern-/Lehrform / Type of program
V+P

### Vorkenntnisse / Previous knowledge
Basic programming skills

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<thead>
<tr>
<th>Examination</th>
<th>Time of examination</th>
<th>Type of examination</th>
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<tr>
<td>Final exam of module</td>
<td>The completed practical projects will be presented on a single project day, which will take place at the end of the lecture period. The oral exam takes place within the last two weeks.</td>
<td>Practical group project which progress has to be presented regularly during the tutorials. Oral exam on the topics of the lecture. Practical exam on the topics of the lecture. Practical group project which has to be presented regularly during the tutorials. Oral exam on the topics of the lecture. Practical exam on the topics of the lecture. If necessary, re-examinations will take place at the end of the term. Find out more about the schedule on the websites of the department and in Stud.IP.</td>
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<tr>
<th>Course type</th>
<th>Comment</th>
<th>SWS</th>
<th>Frequency</th>
<th>Workload attendance</th>
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<tbody>
<tr>
<td>Lecture</td>
<td></td>
<td>2.00</td>
<td>SuSe</td>
<td>28 h</td>
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<tr>
<td>Tutorial</td>
<td></td>
<td>2.00</td>
<td>SuSe</td>
<td>28 h</td>
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**Total time of attendance for the module**

56 h