### 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 this concepts.

### Reader's Advisory

- Markus Dahm, Grundlagen der Mensch Computer-Interaktion. Pearson, 2006
- Literature in the reserve shelf in the university bibliography. Link list in Stud.IP.
Modullevel: AS (Akzentsetzung / Accentuation)
Modulart: Pflicht o. Wahlpflicht / compulsory or optional
Lern-/Lehrform / Type of program: V+P
Vorkenntnisse / Previous knowledge: Basic programming skills

Examination
Time of examination: 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 of the lecture period. 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.

Type of examination: Practical group project which progress has to be presented regularly during the tutorials. Oral exam on the topics of the lecture. Practical project and oral exam count 50% each to the final grade. Both practical project and oral exam have to be passed individually.

Course type
Lecture: 2.00
Tutorial: 2.00

Frequency
SuSe

Workload attendance
28 h
28 h
56 h