inf100 - Human Computer Interaction

<table>
<thead>
<tr>
<th>Module label</th>
<th>Human Computer Interaction</th>
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<tr>
<td>Module code</td>
<td>inf100</td>
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<tr>
<td>Credit points</td>
<td>6.0 KP</td>
</tr>
<tr>
<td>Workload</td>
<td>180 h</td>
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**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**

- 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
<table>
<thead>
<tr>
<th>Examination</th>
<th>Time of examination</th>
<th>Type of examination</th>
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<tbody>
<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 will take place at the end of the term. 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>2.00</td>
<td></td>
<td>SuSe</td>
<td>28 h</td>
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<tr>
<td>Tutorial</td>
<td>2.00</td>
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<td>28 h</td>
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Total time of attendance for the module: 56 h