

Center for Interdisciplinary and Multidisciplinary Studies // Human-computer interaction in the media

Course:	Human-computer interaction in the media			
Course ID	Course status	Semester	ECTS credits	Lessons (Lessons+Exercises+Laboratory)
13743	Optional	1	10	4+2+1
Programs				
Prerequisites	None			
Aims	The objective of this course is to enable the student to synthesize knowledge in the field of research work for the effective use of human aspects and to gain the ability to determine, select and produce user-friendly interfaces and products for the media.			
Learning outcomes	Knowledge and understanding: On completion of this course the student will be able to • use guidelines and standards for designing of graphical user interfaces, • use prototyping tools, • evaluate user interfaces with appropriate research evaluation methods. Transferable/Key skills and other attributes: • Communication skills: manner at expression in research works, oral and written defence of research work. • Use of information technology: use of user interface building tools. • Problem solving: evaluation of current and self-made user interfaces with help of standardised and statistical methods.			
Lecturer / Teaching assistant	Prof. dr Matjaž Debevc			
Methodology	• lectures, • project and problem based teaching, • research work.			
Plan and program of work				
Preparing week	Preparation and registration of the semester			
I week lectures	Introduction to human-computer interaction and to software ergonomics: basics about analysis, design and evaluation of user interfaces.			
I week exercises	Introduction to human-computer interaction and to software ergonomics: basics about analysis, design and evaluation of user interfaces.			
II week lectures	Introduction to human-computer interaction and to software ergonomics: basics about analysis, design and evaluation of user interfaces.			
II week exercises	Introduction to human-computer interaction and to software ergonomics: basics about analysis, design and evaluation of user interfaces.			
III week lectures	Human factors in the field of media communication.			
III week exercises	Human factors in the field of media communication.			
IV week lectures	Human factors in the field of media communication.			
IV week exercises	Human factors in the field of media communication.			
V week lectures	User interface graphical design for media: page design, use of the medium, interaction aids, readability, visual design principles, colors.			
V week exercises	User interface graphical design for media: page design, use of the medium, interaction aids, readability, visual design principles, colors.			
VI week lectures	User interface graphical design for media: page design, use of the medium, interaction aids, readability, visual design principles, colors.			
VI week exercises	User interface graphical design for media: page design, use of the medium, interaction aids, readability, visual design principles, colors.			
VII week lectures	Design and prototyping of user-friendly products for media.			
VII week exercises	Design and prototyping of user-friendly products for media.			
VIII week lectures	Design and prototyping of user-friendly products for media.			
VIII week exercises	Design and prototyping of user-friendly products for media.			
IX week lectures	Evaluation of media products according to standards.			
IX week exercises	Evaluation of media products according to standards.			
X week lectures	Evaluation of media products according to standards.			
X week exercises	Evaluation of media products according to standards.			

XI week lectures	Accessibility of products for persons with disabilities.					
XI week exercises	Accessibility of products for persons with disabilities.					
XII week lectures	Accessibility of products for persons with disabilities.					
XII week exercises	Accessibility of products for persons with disabilities.					
XIII week lectures	Future user interfaces.					
XIII week exercises	Future user interfaces.					
XIV week lectures	Future user interfaces.					
XIV week exercises	Future user interfaces.					
XV week lectures	Future user interfaces.					
XV week exercises	Future user interfaces.					
Student workload						
Per week			Per semester			
10 credits x 40/30=13 hours and 20 minuts 4 sat(a) theoretical classes 1 sat(a) practical classes 2 excercises 6 hour(s) i 20 minuts of independent work, including consultations			Classes and final exam: 13 hour(s) i 20 minuts x 16 =213 hour(s) i 20 minuts Necessary preparation before the beginning of the semester (administration, registration, certification): 13 hour(s) i 20 minuts x 2 =26 hour(s) i 40 minuts Total workload for the subject: 10 x 30=300 hour(s) Additional work for exam preparation in the preparing exam period, including taking the remedial exam from 0 to 30 hours (remaining time from the first two items to the total load for the item) 60 hour(s) i 0 minuts Workload structure: 213 hour(s) i 20 minuts (courses), 26 hour(s) i 40 minuts (preparation), 60 hour(s) i 0 minuts (additional work)			
Student obligations						
Consultations						
Literature			<ul style="list-style-type: none"> • M. Debevc, T. K. Stjepanovič: Osnove oblikovanja interakcije čovek-računalnik, Univerza v Mariboru, Fakulteta za elektrotehniko, računalništvo in informatiko, Maribor, 2005. • J. Preece et all: Interaction Design: beyond human-computer interaction, John Wiley & Sons, New York, 2002. • A. Dix et all: Human-Computer Interaction, Third Edition, Prentice Hall, New York, 2003. • J. A. Jacko: Human Computer Interaction Handbook: Fundamentals, Evolving Technologies, and Emerging Applications, Third Edition (Human Factors and Ergonomics), CRC Press, Broken Sound Parkway NW, 2012. 			
Examination methods			<ul style="list-style-type: none"> • completed homeworks – 20% • research work defence – 30% • written examination – 50% 			
Special remarks						
Comment						
Grade:	F	E	D	C	B	A
Number of points	less than 50 points	greater than or equal to 50 points and less than 60 points	greater than or equal to 60 points and less than 70 points	greater than or equal to 70 points and less than 80 points	greater than or equal to 80 points and less than 90 points	greater than or equal to 90 points