

Study program: Electrical and Computing Engineering – Module: Remote Control				
Type and level of studies: Master studies (second level of studies)				
Course unit: Human - Computer Interaction				
Teacher in charge: Danijela Milosevic				
Language of instruction: English				
ECTS: 6				
Prerequisites: -				
Semester: Winter				
Course unit objective				
Gaining skills at designing, implementing and evaluating effective and usable graphical computer interfaces				
Learning outcomes of Course unit				
Upon successful completion of this course, students should be able to:				
<ul style="list-style-type: none"> • Design, implement and evaluate effective and usable graphical computer interfaces. • Describe and apply core theories, models and methodologies from the field of HCI. • Describe and discuss current research in the field of HCI. • Implement simple graphical user interfaces • Describe special considerations in designing intelligent user interfaces 				
Course unit contents				
<i>Theoretical classes</i>				
This course provides an introduction to and overview of the field of human-computer interaction (HCI). The course focuses on the HCI design process and covers the underlying scientific principles, HCI design methodology, and the user-interface technology used to implement HCI. Topics include human cognition, HCI theories, user observation, intelligent and adaptable user interface, graphical user interface components, and accessibility.				
<i>Practical classes</i>				
Laboratory and computer sessions, web discussions via forum and e-mail, case study				
Literature				
1. B. Schneiderman and C. Plaisant: Designing the User Interface. Strategies for Effective Human-Computer Interaction, 4th Ed., Addison-Wesley, Reading, MA, 2005.				
2. A. Sears, J.A. Jacko (Eds.), "The Human-Computer Interaction Handbook: Fundamentals, Evolving Technologies, and Emerging Applications", 2nd edition, Lawrence Erlbaum Associates, 2007				
3. Jeffrey Rubin, Dana Chisnell, Jared Spool, Handbook of Usability Testing: Howto Plan, Design, and Conduct Effective Tests, Wiley; 2 edition (May, 2008)				
4. Serengul Smith-Atakan, The FastTrack to Human-Computer Interaction (Fasttrack), Cengage Lrng Business Press; 1 edition (April, 2006)				
Number of active teaching hours				
Lectures: 2	<i>Practice:</i> 2	<i>Other forms of classes:</i> Mentoring system	<i>Independent work:</i> Case study	Other classes
Teaching methods: consultations, student-designed projects are an integral part of the course, reading the current HCI research literature is also required.				
Examination methods (maximum 100 points)				
Exam prerequisites	No. of points:	Final exam	No. of points:	
Student's activity during lectures	10	oral examination	30	
Practical classes	30	written examination		
Seminars/homework			
Project	30			
Grading system				
Grade	No. of points	Description		
10	91-100	Excellent		
9	81-90	Exceptionally good		
8	71-80	Very good		
7	61-70	Good		
6	51-60	Passing		
5	less than 50	Failing		