Subject code	Credits
INF3005	6

Course title in Lithuanian

KOMPIUTERIO VARTOTOJO SĄSAJA

Course title in English

HUMAN COMPUTER INTERACTION

Short course annotation in Lithuanian (up to 500 characters)

Kurse supažindinama su teoriniais ir praktiniais žmogaus ir kompiuterio sąveikos pagrindais, vartojamumo principais, konceptualiais sąveikos modeliais, žmogiškaisiais faktoriais, sąsajos įtaka vartotojui. Studentai mokomi pažinti vartotojo poreikius, nustatyti ir aprašyti reikalavimus, projektuoti vartotojo sąsają, kurti jos prototipus, įvertinti sukurtą produktą.

Short course annotation in English (up to 500 characters)

The course presents theoretical and practical fundamentals of human computer interaction and user interface design, usability and user-oriented design principles, conceptual interaction models, impact of human factors. Students learn to understand user needs, determine and specify the requirements, make user interface design, build their prototypes, evaluate the final product.

Prerequisites for entering the course

Software Engineering Fundamentals

Course aim

Learn to apply appropriate user interface design techniques

Content

No	Content (topics)
1.	Introduction to the theory of human computer interaction.
2.	Usability: interface evaluation, usability analysis.
3.	Human cognitive capabilities influencing the development of the user interface. Sensory and motor systems, information processing, memory.
4.	User interface conceptual models.
5.	Computer-user interface development: goals, requirements, standards and recommendations.
6.	Prototypes, content diagrams. Prototyping software.
7.	User involvement in the interface development process, user behaviour modelling.
8.	Personal computer application UI design recommendations
9.	Internet application UI design recommendations
10.	Mobile Application UI design recommendations
11.	Artificial intelligence and language technology using in user interface

Distribution of workload for students (contact and independent work hours)

Lectures	30 hours
Seminars	15 hours
Group work	20 hours
Laboratory work	30 hours
Individual students work	65 hours
Total:	160 hours

Structure of cumulative score and value of its constituent parts

Final written exam (50%), mid-term written exam (17%), and assessments of laboratory (practical) work (33%).

Recommended reference materials

No.	Publication year	Authors of publication and title	Publishing house	Number of copies in		
				University library	*Self-study rooms*	*Other libraries*
		Basic materials				
1.	2011	Interaction design beyond Human – Computer Interaction.	John Willey & Sons			http://www.id-book.com/home.php
2.	2004	A. Dix, J. Finlay, G.D. Abowd, R. Beale. Human Computer Interaction	Prentice Hall	1	1	http://www.hcibook.com/e3/
3.	2005	D.Stone, C.Jarrett, M. Woodroffe, S. Minocha. User inferface design and evaluation,	Elsvier		1	

		Supplementary materials		
1.	2010	D. Benyon, Desigining interactive systems	Pearson	.pdf free on internet
2	2006	M. Jones, G.Marsden. Mobile interaction design	John Wiley & Sons	
3.		http://www.zainbooks.com/books/computer-sciences/human-computer-interaction.html#top		http://www.zainbooks.com/books/computer-sciences/human-computer-interaction.html#top

Course programme designed by

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