NAME OF THE COURSE	Human Computer Interaction:: Fundamentals and Principles								
Code	PMIH30	Year of study							
Course teacher	prof.dr. sc. Andrina Granić	Credits (ECTS) 5,0							
Associate teachers	dr. sc. Jelena Nakić doc.dr. sc. Nikola Marangunić	Type of instruction (number of hours)	L 30	S	E 30	F			
Status of the course	mandatory/elective	Percentage of application of e-learning	25%						
	COURSE D	ESCRIPTION							
Course objectives	Acquisition of fundamental knowledge related to the interaction between human and computer, the importance of good user interface design, along with its role in effective communication between humans and interactive computer systems. Introduction to basic aspects and principles of usable and accessible design as well as design for good user experience. Acquisition of knowledge related to techniques and methods of usability								
Course enrolment requirements and entry competences required for the course	and user experience evaluation. No formal prerequisites, but is assumed that students have already acquired basic knowledge about interactive computer systems.								
Learning outcomes expected at the level of the course (4 to 10 learning outcomes)	 Human-Computer (HCI) field. 2. Critically evaluate selection of the principles for the design of usable and accessible user interface. 3. Explain the design for good user experience. 4. Compare and value different approaches to usability evaluation. 5. Decide on adequate methodology for user interface evaluation. 6. Use case: critically evaluate reasons for the development of interactive computer system (product, service); decide on the key functionality according to the set goals; apply principles of usable interface design; decide on and employ adequate evaluation approach. 								
Course content broken down in detail by weekly class schedule (syllabus)	Lectures: 1. Human-Computer Interaction (HCI): definitions and fundamental principles (2h) 2. Design of everyday things (2h) 3. Usability, accessibility and user experience (2h) 4. Short chronology on interface and interaction design (2h) 5. Human aspects of interaction (4h) 6. Modelling of human-computer interaction (2h) 7. Computer aspects of interaction (2h) 8. Invited lecture (2h) 9. Development of interactive computer systems (2h) 10. User interface design (2h) 11. Prototyping (2h) 12. User interface evaluation (4h) 13. Future interfaces and interactions (2h) Exercises: 1. Introduction to course exercises – generally about structure of exercises; gained knowledge and skills; topics which will be covered; work flow; individual and group tasks; grading. 2. Psychology of everyday things – examples of usable and unusable design of everyday things; analysis of unnecessary design, design with								

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	Written exam	1	Project				
Grading and evaluating	Individual /group pro	ojects (50%)				
student work in class and at the final exam	Final/Oral Exam (50%).						
Required literature (available in the library and via other media)	т	Title		cop	nber of bies in library	Availability via other media	
	J. Preece, et al.: Human-Computer Interaction, Addison-Wesley, Harlow, England, 1994.				1		
	B. Schneiderman and C. Plaisant: Designing the User Interface. Strategies for Effective Human-Computer Interaction, 5th Edition, Addison-Wesley, Reading, MA, 2010.				1	online	
Optional literature (at the time of submission of study programme proposal)	 S. Krug: Don't Make Me Think, Revisited: A Common Sense Approach to Web Usability. 3rd Edition, New Riders, 2014. J. Nielsen: Usability Engineering, Boston: AP Professional, 1993. D. Norman: The Psychology of Everyday Things, Basic Books, 1988. all course material is available on-line, including related research articles 						
Quality assurance methods that ensure the acquisition of exit competences	student discussion, success rate, self-a			evaluatio	on questi	onnaire, student	
Other (as the proposer wishes to add)							