Study programmes: Bachelor studies - Informatics	
Course name: R257 - Human-Computer Interaction	
Lecturers: Saša Malkov and other teachers of the Department of Computer Science	
Status: Optional	
ECTS: 6	
Attendance prerequisites: P100, P101, P102, R255	

Course aims: Understanding capabilities in human-computer interaction. Studying the basic principles in creating an interface between humans and computers. Introducing different technologies to support human-computer interaction.

Course outcome: Students are expected to master various techniques for creating interfaces between humans and computers. Students should be able to provide different types of communication between people and computers depending on the environment in which the application is used.

Course content: Basic principles of human-computer interaction design. Graphical User Interface (GUI) role in human-computer interaction. Considering the design of the interface from the users, developers and designers points of view. Benefits of the programming language. Cognitive, social and emotional aspects in the interface design between humans and computers.

Literature:
1.Alan Dix: Human-computer Interaction, Prentice-Hall, 2004.
2. Yvonne Rogers, Helen Sharp and Jenny Preece: Interaction Design: Beyond Human - Computer Interaction,John Wiley and sons Ltd. 2011.
3. Ben Shneiderman and Catherine Plaisant, Designing the User Interface: Strategies for Effective Human-Computer Interaction (5th Edition), Pearson Addison-Wesley, 2009.

Number of hours: **5**	Lectures: **2**	Tutorials: **3**	Laboratory: **-**	Research: **-**

Teaching and learning methods: Frontal, interactive, individual, exercises, lectures.

Assessment (maximal 100 points)			
Course assignments	**points**	**Final exam**	**points**
Lectures	5	Written exam	-
Exercises / Tutorials	20	Oral exam	-
Colloquia	20	Written-oral exam	50
Essay / Project	5		