COURSE UNIT (MODULE) DESCRIPTION

Course unit (module) title	Code
Human-Computer Interaction	

Academic staff	Core academic unit(s)
Coordinating: dr. Dainius Balbonas **Other: dr. Mindaugas Stoncelis**	Šiauliai Academy

Study cycle	Type of the course unit
First cycle studies	Compulsory / Individual studies

Mode of delivery	Semester or period when it is delivered	Language of instruction
Face-to-face	Spring semester	Lithuanian/English

Requisites	
Prerequisites: No	**Co-requisites (if relevant):**

Number of ECTS credits allocated	Student's workload (total)	Contact hours	Individual work
5	133	48	85

Purpose of the course unit		
To provide the fundamental knowledge, skills and understanding necessary to analyze, evaluate, design and implement user interfaces of programs, taking into account valid standards, recognized principles and appropriate methodologies.		
Learning outcomes of the course unit	**Teaching and learning methods**	**Assessment methods**
Students will gain knowledge about the physical, social, psychological aspects of human-computer interaction and understand the importance of user interface quality in the overall context of PS design and development. Knows the standards, principles and recommendations applied in this field.	Interactive lecture, presentation of literature review.	Exam, Individual homework
Students will be able to design and implement usable user interfaces of applications	Group (team) project, Individual consultations, Simulation of real-life situations (projects), Application of special software packages.	Group homework, Individual homework, Defense of laboratory work.
Horizontal abilities: analytical, critical thinking, constructive evaluation.	Case analysis (case studies), Interactive lecture.	Group homework, Defense of laboratory work.

Content	Contact hours							Individual work: time and assignments	
	Lectures	Tutorials	Seminars	Workshops	Laboratory work	Internship/work placement	**Contact hours, total**	**Individual work**	**Tasks for individual work**
1. Human-computer interaction	4						**4**	**9**	Independent reading of literature, analysis of examples, testing of specialized tools
2. The user interface of the programs	2				4		**6**	**9**	
3. Design and implementation of a user-oriented interface. Evaluation of usability.	2				8		**10**	**9**	
4. Graphical and browser user interface design. Prototyping and testing.	2				8		**10**	**9**	
5. Standards, principles and recommendations.	2				4		**6**	**9**	
6. Types and means of user assistance	2				4		**6**	**9**	
7. Development trends of user interfaces	2				4		**6**	**9**	Presentation
8. Preparation for the exam, taking the exam								**22**	
Total	**16**				**32**		**48**	**85**	

Assessment strategy	Weight %	Deadline	Assessment criteria
Laboratory works	50	After each topic	A 10-point system is evaluated, with the value of individual parts of laboratory work indicated in advance. The maximum rating of laboratory work is reduced by 20% if report of laboratory work is late by one week.
Presentation	10	Last weeks of study in the semester	A 10-point system is evaluated. Conformity of the message to the topic, completeness of the message, demonstration of examples, ability to answer colleagues' questions.
Exam	40	On the end of the semester	It is allowed to take the exam, only after collecting at least 3 points (out of 6 possible) from the laboratory work and report. A 10-point system is evaluated. In exam student get 7-10 open-ended questions.

Author (-s)	Publishing year	Title	Issue of a periodical or volume of a publication; pages	Publishing house or internet site
Required reading				
Dix, Alan	2006	Human-computer interaction	-	Harlow [etc.] : Pearson Prentice Hall,
edited by Andrew Sears, Julie A. Jacko	2009	Human-computer interaction: fundamentals		Boca Raton [Fl.] [etc.] : CRC Press.
Helen Sharp, Jennifer Preece, Yvonne Rogers	2021	Interaction desing: beyon human-computer interaction		Indianapolis, IN : John Wiley & Sons, Inc.,
		Electronic source. https://www.interaction-design.org/literature/topics/human-computer-interaction		
Recommended reading				
Jonathan Lazar, Jinjuan Heidi Feng, and Harry Hochheiser	2010	Research methods in human-computer interaction		Chichester: Wiley
Scientific jornual Human – Computer Interaction		Electronic course https://www.tandfonline.com/loi/hhci20		