COURSE DESCRIPTION

COURSE NAME	**HUMAN-COMPUTER INTERACTION**	CODE: ML2205O1

STUDY YEAR	MASTER II	SEMESTER	2	COURSE STATUS (**C**-compulsory/**OP**-optional/**F**-facultative)	OP

HOURS PER WEEK				TOTAL HOURS PER SEMESTER	TOTAL HOURS INDIVIDUAL ACTIVITY	CREDITS	EVALUATION (**P**-during the semester, **C**-oral examination, **E**-written examination, **M**-mixed)	TEACHING LANGUAGE
C	S	L	Pr.					
2	-	2	-	56	184	8	M	English

COURSE TEACHER	TEACHING AND SCIENTIFIC DEGREE, FIRST NAME, LAST NAME	DEPARTMENT
	CONF. DR. SABIN-CORNELIU BURAGA	Computer Science

PREVIOUS COURSES REQUESTED	Software Engineering, Computer Graphics

OBJECTIVES	To provide a comprehensible vision of the user interface design aspects and the user-computer interaction types. The students will be able to design ergonomic and attractive interfaces for specific types of users, applications, platforms, and devices, including Web and mobile ones.
GENERAL DESCRIPTION	Definitions and terminology. Aspects regarding the human-computer interaction. User interface design: principles, models, and types. Design methodologies. Case studies: game development. Human factor. Usability. Program presentation – at the desktop level. User interaction. Input devices. Graphical controls. Output devices. Components. Affectivity, errors and risks. User education and guidance. Interface identity and evaluation. User testing. Methodologies. High-level specification of interfaces. Web interaction. Web interface design. Methodologies. Case studies. Non-conventional interactions. From mobile interaction to ubiquitous computing. Augmented and virtual reality.
DESCRIPTION OF SEMINARY / LABORATORY WORKS	Human-computer interaction patterns. Issues on interaction and user-interface design. Specific user-interface prototyping. Techniques of user interface evaluation. User testing.
TEACHING METHODS	Interactive presentations. Direct interaction. Online access to additional resources via the Website course.

BIBLIOGRAPHY (SELECTION)	1. S. Buraga, Proiectarea siturilor Web (ediția a II-a), Polirom, Iaşi, 2005. 2. A. Cooper, R. Reimann, D. Cronin, About Face (3rd Edition), Wiley Publishing, 2007. 3. B. J. Fogg, Persuasive Technology, Morgan Kaufmann Publishers, 2003. 4. B. Fry, Visualising Data, O'Reilly, 2008. 5. E. Law, E. Hvannberg, G. Cockton (Eds.), Maturing Usability, Springer, 2008. 6. J. Novak, Game Development Essentials (2nd Edition), Thomson, 2008. 7. D. Safer, Designing for Interaction: Creating Smart Applications and Clever Devices, Peachpit Press, 2006. 8. A. Sears, J. Jacko (eds.), The Human–Computer Interaction Handbook (2nd Edition), Taylor & Francis Group, 2008. 9. HCI Design Patterns: http://www.hcipatterns.org

EVALUATION		
	conditions	project (P), 1 test during semester (T)
	criteria	P>=5, T>=5
	evaluation methods	project (P), 1 test during semester (T)
	final result - formula	0.5 P + 0.4 T + 1