

Course

MCI - Human Computer Interaction

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^ General information

Long name	Human Computer Interaction
Approving CModule	MCI MaMT , MCI MaTIN
Responsible	Prof. Dr.-Ing. Arnulph Fuhrmann Professor Fakultät IME
Level	Master
Semester in the year	summer semester
Duration	Semester
Hours in self-study	78
ECTS	5
Professors	Prof. Dr.-Ing. Arnulph Fuhrmann Professor Fakultät IME Prof. Dr. Stefan Grünvogel Professor Fakultät IME Prof. Dr.-Ing. Luigi Lo Iacono ehemaliger Professor Fakultät IME
Requirements	none
Language	German, English if necessary
Separate final exam	Yes

Final exam

Details

In a project in a team, an interactive artefact is created, scientific questions (also in the field of usability) are set up and examined with the corresponding methods. For example, online booking systems, technical devices and interfaces can be developed. The results will be presented to an audience of experts and during the elaboration or presentation of the project and documented in an form of an scientific paper.

If there is a large number of participants, a written examination may also be used as a form of examination.

Minimum standard

The students show that they can apply basic aspects in the development of user interfaces. They are able to apply simple methods of interface evaluation and interpret them accordingly. They are able to reflect on their own approach and to document the results professionally.

You take into account the rules of good scientific practice.

Exam Type

In a project in a team, an interactive artefact is created, scientific questions (also in the field of usability) are set up and examined with the corresponding methods. For example, online booking systems, technical devices and interfaces can be developed. The results will be presented to an audience of experts during the elaboration or presentation of the project and documented in an form of a scientific paper.

If there is a large number of participants, a written examination may also be used as a form of examination.

^ Lecture

Learning goals

Knowledge

Models and design principles of interactive systems

Principles of context-, task- and user-oriented development of interactive systems

Basics of barrier-free access to interactive systems

Relevant standards and guidelines: EN ISO 9241, ISO 14915, HHS

Control options: Dedicated input/output devices, voice control, gesture control

Best Practices and Style Guides: Desktop / Web / Mobile / Hybrid Applications

Usability evaluation (analytical/empirical, heuristics, expert interviews, focus groups, user studies)

Evaluation methods (thinking aloud, eye-tracking, (semi-)structured interviews)

Experimental Research: Research Question, Hypotheses, Errors of 1st and 2nd Kind

Experiment Design: Between Group, Within Group, Split-Plot, Reliability of Experimental Results

Statistical analysis: scale levels, descriptive statistics, T-tests, ANOVA, regression, correlation

Surveys: sampling and sample selection, sources of error, questionnaires, evaluation of surveys

Skills

Organizing and carrying out development tasks

Design of user interfaces with special consideration of MCI principles

Implementation of user interfaces

Implementation of user studies

Design processes for interactive applications

Expenditure classroom teaching

Type

Attendance (h/Wk.)

Lecture

2

Tutorial (voluntary)

0

Separate exam

none

^ Practical training

Learning goals

Skills

Capturing and understanding textual tasks

Recording tasks and creating models from them

Implementing UI components on the basis of the models created

Testing and securing developments

Checking and evaluating work results of comolitions

Applying MCI research methods and terminology

Expenditure classroom teaching

Type	Attendance (h/Wk.)
Practical training	1
Tutorial (voluntary)	0

Separate exam

Exam Type

solving exercises within limited functional / methodical scope

Details

Presence exercise and self-learning tasks

Minimum standard

The tasks are solved independently and the students can explain the results of their work.

Active participation in the discussion of tasks

^ Project

Learning goals

Skills

Organize and carry out development tasks.

Design of user interfaces under special consideration of MCI principles: Determination of context-, Task and user requirements, selection of UI technologies for a specific task, handling and classification of UI technologies and procedures.

Implementation of user interfaces: Design and development of user interfaces for a concrete task, desktop applications, web applications, mobile applications, hybrid applications, functional testing of user interfaces

Carrying out user studies, e.g. Think-Aloud Tests, Eye-Tracking, Mouse-Tracking, Questionnaires

Evaluation of user studies (SPSS) and documentation

Expenditure classroom teaching

Type	Attendance (h/Wk.)
Project	1
Tutorial (voluntary)	0

Separate exam

none