Technology Arts Sciences TH Köln

Course MCI - Human Computer Interaction

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<u>General information</u>

Long name	Human Computer Interaction
Approving CModule	<u>MCI MaMT, MCI MaTIN</u>
Responsible	Prof. DrIng. 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. Stefan Grünvogel 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 an a 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 an a 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.

<u>Lecture</u>

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

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 comolitons Applying MCI research methods and terminology

Expenditure classroom teaching

Туре	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



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

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

Separate exam

none

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