Faculty of Fundamental Problems of Technology
COURSE CARD

| | | |
|---|---|---|
| Name in polish | : | **Interakcja Człowiek-Komputer** |
| Name in english | : | **Humane-Machine Interaction** |
| Field of study | : | Computer Science |
| Specialty (if applicable) | : | |
| Undergraduate degree and form of | : | masters, stationary |
| Type of course | : | optional |
| Course code | : | E2_W24 |
| Group rate | : | Yes |

| | Lectures | Exercides | Laboratory | Project | Seminar |
|---|---|---|---|---|---|
| Number of classes held in schools (ZZU) | 30 | 30 | | | |
| The total number of hours of student work-load (CNPS) | 90 | 90 | | | |
| Assesment | pass | | | | |
| For a group of courses final course mark | X | | | | |
| Number of ECTS credits | 3 | 3 | | | |
| including the number of points corresponding to the classes of practical (P) | | 3 | | | |
| including the number of points corresponding occupations requiring direct contact (BK) | 3 | 3 | | | |

PREREQUISITES FOR KNOWLEDGE, SKILLS AND OTHER POWERS
Introduction to Programming Ergonomy of Information Systems

COURSE OBJECTIVES


**C1** The main goal is to familiarize students with advanced ergonomics issues of information systems

**C2** Gaining the ability to create usable GUI for non-standard devices


COURSE LEARNING OUTCOMES
The scope of the student's knowledge:


**W1** Knowledge of GUI design for mobile systems

**W2** Knowledge of GUI design for e-banking

The student skills:


**U1** Student can design a simple GUI for smart - phone

**U2** Student can design a simple GUI for e-benking

The student's social competence:


**K1** Student understands the needs of users of non-standard information systems

COURSE CONTENT

| Type of classes - lectures | | |
|---|---|---|
| Wy1 | Introduction to GUI design | 7h |
| Wy2 | GUI design for mobile devices | 5h |
| Wy3 | GUI design for e-banking | 5h |
| Wy4 | Advanced methods of interface testing | 5h |
| Wy5 | Develop system menus and navigation schemes | 5h |
| Wy6 | Interaction devices | 3h |
| Type of classes - exercises | | |
| Ćw1 | User interface for mobile systems | 15h |
| Ćw2 | GUI for e-banking | 15h |

| Applied learning tools |
|---|
| 1. Multimedia lecture<br><br>2. Creating programming projects<br><br>3. Self-study students |

## EVALUATION OF THE EFFECTS OF EDUCATION ACHIEVEMENTS

| Value | Number of training effect | Way to evaluate the effect of education |
|---|---|---|
| F1 | W1-W2, K1-K1 | |
| F2 | U1-U2, K1-K1 | |
| P=%*F1+%*F2 | | |

| BASIC AND ADDITIONAL READING |
|---|
| 1. Wilbert O. Galitz: The Essential Guide to User Interface Design: An Introduction to GUI Design Principles and Techniques |

| SUPERVISOR OF COURSE |
|---|
| dr Marek Klonowski |

RELATIONSHIP MATRIX EFFECTS OF EDUCATION FOR THE COURSE
Humane-Machine Interaction
WITH EFFECTS OF EDUCATION ON THE DIRECTION OF COMPUTER SCIENCE

| Course training effect | Reference to the effect of the learning outcomes defined for the field of study and specialization (if applicable) | Objectives of the course** | The contents of the course** | Number of teaching tools** |
|---|---|---|---|---|
| W1 | `K2_W01 K2_W03 K2_W06 K2_W07 K2_W08 K2_W11` | C1 | Wy1-Wy6 | 1 3 |
| W2 | `K2_W01 K2_W03 K2_W06 K2_W07 K2_W08` | C1 | Wy1-Wy6 | 1 3 |
| U1 | `K2_U01 K2_U02 K2_U06 K2_U15 K2_U18 K2_U21` | C2 | Ćw1-Ćw2 | 2 3 |
| U2 | `K2_U01 K2_U03 K2_U05 K2_U16 K2_U18 K2_U21` | C2 | Ćw1-Ćw2 | 2 3 |
| K1 | `K2_K01 K2_K02 K2_K05 K2_K08 K2_K10 K2_K13 K2_K17` | C1 C2 | Wy1-Wy6 Ćw1-Ćw2 | 1 2 3 |