

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 workload (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		
<ol style="list-style-type: none"> 1. Multimedia lecture 2. Creating programming projects 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		
<ol style="list-style-type: none"> 1. Wilbert O. Galitz: The Essential Guide to User Interface Design: An Introduction to GUI Design Principles and Techniques 		
SUPERVISOR OF COURSE		
dr hab. inż. 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_B K2_W06 K2_W07 K2_W08 K2_W11	C1	Wy1-Wy6	1 3
W2	K2_W01 K2_W03_B K2_W06 K2_W07 K2_W08	C1	Wy1-Wy6	1 3
U1	K2_U01_A K2_U02 K2_U07 K2_U15 K2_U18_B K2_U21_B	C2	Ćw1-Ćw2	2 3
U2	K2_U01_A K2_U03_A K2_U07 K2_U16 K2_U18_B K2_U21_B	C2	Ćw1-Ćw2	2 3
K1	K2_K01_B K2_K02 K2_K05 K2_K08 K2_K10 K2_K13 K2_K17	C1 C2	Wy1-Wy6 Ćw1-Ćw2	1 2 3