Syllabus

Descrizione corso

Titolo insegnamento	Human Computer Interaction
Codice insegnamento	47207
Titolo aggiuntivo	
Settore Scientifico-Disciplinare	INFO-01/A
Lingua	Inglese
Corso di Studio	Corso di laurea magistrale in Pratiche creative e Critiche contemporanee
Altri Corsi di Studio (mutuati)	
Docenti	prof. Antonella De Angeli, Antonella.DeAngeli@unibz.it https://www.unibz.it/en/faculties/engineering/academic-staff/person/30670
Assistente	
Semestre	Primo semestre
Anno/i di corso	2nd year
CFU	6
Ore didattica frontale	40
Ore di laboratorio	20
Ore di studio individuale	90
Ore di ricevimento previste	18
Sintesi contenuti	• PACT framework: People Activities Context Technology • Design principles • Quality metrics: usability, user experience, engagement • Cognitive processes: attention, perception and memory • Evaluation and empirical research • Graphical User Interface Design
Argomenti dell'insegnamento	The Human-Computer Interaction course explores the principles, methods, and tools essential for designing effective and user-

	friendly interactive systems. Students will learn foundational methods and frameworks, including User-Centred Design and PACT analysis (People, Activities, Contexts, Technologies), to understand the interaction between users and systems. Emphasis is placed on establishing quality metrics and applying design principles to create efficient graphical user interfaces (GUIs) using standard WIMP elements (Windows, Icons, Menus, Pointers), common design patterns, and attention to visual aesthetics and multimedia interaction. The course also covers the human-information processor model, covering essential cognitive aspects such as visual attention, perception, and memory, which directly influence interface usability. Finally, students will engage in evaluation techniques, learning how to identify user requirements, conduct formative and summative evaluations, and apply heuristic evaluations to iteratively improve design quality and user satisfaction.
Parole chiave	User-Centred Design; GUI Design; Visual Perception; Heuristic Evaluation; PACT Analysis.
Prerequisiti	
Insegnamenti propedeutici	
Modalità di insegnamento	Service Learning with a mix of frontal lectures, hands-on activities, invited presentations, students' active engagement.
Obbligo di frequenza	Attendance (over 75%) is compulsory for students wanting to engage in the course work-based assessment. Non-attending students instead have to contact the lecturer at the start of the course (or at least one month before the exam they want to take) to agree on the modalities of the independent study and application.
Obiettivi formativi specifici e risultati di apprendimento attesi	Knowledge and understanding Know digital and analogue technologies and their applications in visual arts and design; Possess specific knowledge on the cultural, social and ethical implications of the use of technologies in artistic practices; Understand the processes of integrating technologies into creative contexts, analyzing them considering the connections with other fields of knowledge, such as the philosophy of technology, computer science and cognitive sciences.

	Applying knowledge and understanding Use advanced software and digital techniques to create innovative works of art and design; Experiment with augmented reality, 3D printing, artificial intelligence and other technological tools to expand the boundaries of artistic practices; Collaborate with engineers, programmers and other professionals to develop interdisciplinary projects that integrate art and technology. Making judgements Apply the knowledge acquired in the professional context; Devise original projects that take into account the transformations induced by globalization and internationalization processes. Communication skills Using visual and multimedia tools to create engaging and informative presentations. Learning skills The strengthening of the critical and operational autonomy of students; The development of their ability to choose, compare and adapt to new knowledge and technologies.
Obiettivi formativi specifici e risultati di apprendimento attesi (ulteriori info.)	The course is designed to give students first-hand experience of the design process of graphical interfaces. It follows the basic steps of requirements elicitation, design and evaluation. During the semester, students will be provided with a general overview of research in User-Centered Design of graphical interfaces. In parallel, they will work on an interaction design project, from ideation to mid fidelity prototype of a Graphical User Interface for a computing system. After successful attendance and engagement with the key study, the students are expected to acquire substantial professional skills and knowledge to move from conceptual design to a medium fidelity prototype. Non attending students will cover the same scientific content and

	will be given a set of structured exercises to support the individual elaboration of professional skills.
Modalità di esame	Student performance in the Human-Computer Interaction course will be evaluated through a medium-fidelity prototype and project report and an oral examination. The prototype and project report will assess the ability to work collaboratively in a multidisciplinary team and coordinate tasks effectively (D4.3, D4.5), as well as creativity, critical thinking, and the capacity to summarize content clearly and originally (D4.2). Methodological rigor will also be evaluated, reflecting students' solid understanding of core and applied areas of computer science (D1.1). The oral examination will focus on clarity of responses, mastery of technical language, and the ability to summarize, evaluate, and connect different topics, demonstrating the ability to present complex information within a limited time to diverse audiences (D4.1). The written report will further assess methodological rigor and creativity, as well as the ability to summarize and critically evaluate topics while using precise, appropriate language (D4.2). Additionally, students will be evaluated on their ability to select and integrate documentation from a range of sources to support their work (D3.1) and to independently expand their knowledge through scientific and technical texts in English (D5.1).
Criteri di valutazione	The course is heavily project based and attendance is strongly recommended. Assessment for Attending students: Group project work • Written project report elaborated in groups (Max 10 page) to be delivered two weeks before the group sits the oral examination (50%). • Individual oral examination with presentation of the final prototype to evaluate the results of the project, test knowledge acquisition, and verify individual contribution to the group work (50%). Assessment for Non attending students: Individual examination

	• Course-work: Written project report elaborated in groups (Max 10 page) to be delivered two weeks before the group sits the oral examination (50%). • Individual oral examination with presentation of the final prototype to evaluate the results of the project, test knowledge acquisition, and verify individual contribution to the group work (50%).
Bibliografia obbligatoria	Jennifer Preece, Yvonne Rogers, Helen Sharp (2023). Interaction Design: Beyond human-computer interaction. New York: John Wiley & Sons, Inc. . 6th Edition.
Bibliografia facoltativa	
Altre informazioni	
Obiettivi di Sviluppo Sostenibile (SDGs)	Buona salute, Istruzione di qualità, Utilizzo responsabile delle risorse, Città e comunità sostenibili, Parità di genere