UNIVERSITY OF PRIZREN "UKSHIN HOTI"
FACULTY OF COMPUTER SCIENCE
PROGRAM: Software Design (SD)

Curriculum - – SYLLABUS							
Level of studies		Bachelor	***Program***	TIT	***Academic year***	2018/2019	
SUBJECT		HUMAN-COMPUTER INTERACTION					
Year	**1**	***Status Of the subject***	Elective	***Code***		***ECTS credits***	6
Semester	II						
Teaching weeks		15		***Hours teaching***	60	***Lectures***	***Exercises***
						2	2
Teaching Methodology		Lectures, exercises and practical tasks in IT lab, multimedia methods incorporation in presentation, seminar paper assignments, consultations, tests.					
Consultation		Two hours a week					
The teacher		Dr.sc. Mevlan Qafleshi		***E-mail:***	**mevlan_loni@yahoo.com**		
				Tel.:			
Assistant		M.sc. Betim Maloku		***E-mail:***	**betim.maloku@uni-prizren.com**		
				Tel.:			

Study goal and table of content	**Benefits of student**
• Human-computer interaction is an interdisciplinary field that integrates theories and methodologies from computer science, cognitive psychology, design, and many other areas. • This course teaches students to design user interfaces based on the capabilities of computer technology and the needs of human factors. • The course will provide a balance of practical and theoretical knowledge, giving students experience ordinarily not provided by other courses in computer science.	After completion of this course student will be able to: • understand the basics of human and computational abilities and limitations. • understand basic theories, tools and techniques in HCI. • understand the fundamental aspects of designing and evaluating interfaces. • practice a variety of simple methods for evaluating the quality of a user interface. • apply appropriate HCI techniques to design systems that are usable by people.

Methodology for the implementation of educational topics:
Lectures, exercises, consultations, seminar assignments, video presentations.
Conditions for realization of educational topics:
- Adequate literature conform the requirements of modules; -Whiteboard for putting notes of the basic concepts for presenting their algorithmically related in the field of HCI. ; -PC and projector for the presentation and demonstration of modules and problems, mainly most advanced ones; -Real exercises and simulative ones for designing and anticipating the systems for problem solving and adequate interfaces. - Laboratory exercises to concretize the ways of designing, functioning and application of proposed approaches as specific solutions for theoretical and practical problems in general.

Ways of assessing of the student (in %) :		Evaluation in %	Final grade
I Tests-Assignment-Attendance (100%)	I-First intermediary test	30	(50-60)% - 6
	II-Second test	30	
	Assignment	30	(61-70)% - 7
	Attendance	10	
II Exam-Assignment-Attendance (100%)	Final exam	60	(71-80)% - 8
	Assignment	30	
	Attendance	10	(81-90)% - 9
			(91-100)% - 10

Obligations of student:

Lectures	Exercises
Students must regularly attend lectures, be actively engaged, attentive and interactive during the elaboration of topics. Students should use the basic and additional literature in order to gain the necessary fundamental knowledge dealt in this course.	-Attendance of exercises is mandatory. –Students must be prepared for the assigned exercises prior to the due time assigned for that exercise. – Seminar/workshop assignments should be prepared and be presented successfully; students should be able to properly answer questions and other requirements raised in the debate for that assigned work-paper.

Activities	Hour/ weeks	Days/Weeks	Total Hours
Lectures	2	15	30
Laboratory exercises	2	15	30
Contacts with teachers / consultations	2	15	30
Practical work	2	2	4
Projects, presentations, etc.	2	3	6
Own study time	2	15	30
Preparation for final exam	2	4	8
Time spent in the assessment (tests, final exam, etc.)	4	3	12
Notice: 1 ECTS credits= 25 hour commitment, e.g. if the subject has 6 ECTS credits student must have 150 hours during the semester commitment.		**Total load:**	**150**

Week	Lectures	Hour	Exercises	
	Topic		Topic	
1	Introduction- Human-Computer Interaction (HCI).	2	Presentation of topics for assignements.Working groups.	2
2	The human	2	Identification of different physiological, psychological and motor of human capabilities during the interaction process with the computer.	2
3	The computer	2	Various ways of input/output of data into/from computer.	2
4	Interaction	2	Models of adaption of HCI for specific cases/problems.	2
5	Paradigm in HCI	2	Paradigm in HCI	2
6	Graphical User Interface - GUI	2	Examples of GUI in programing languages.	2
7	First intermediary evaluation (I^{st} test)	2	First intermediary evaluation (I^{st} test)	2
8	Virtual Reality	2	Models of Virtual reality applications.	2
9	Interaction design basics	2	Scenarios for designing of interactions for different goals/task and constrains.	2
10	HCI in the software process	2	The role of HCI in software design.	2

11	Design rules	2	Principles, standards and guidelines for designs.	2
12	Evaluation Techniques	2	Ways/techniques of design evaluations.	2
13	Universal Design	2	Examples of interaction of human senses with computer.	2
14	Presentation and evaluation of seminar/project assignments. Consultation for the test/exam.	2	Presentation and evaluation of seminar/project assignments. Consultation for the test/exam.	2
15	Evaluation: Second (II) colloquium.	2	Evaluation: Second (II) colloquium.	2

LITERATURE:

Basic Literature:

Dr.sc. M. Qafleshi: Authorized Lectures (Presentations)-Human-Computer Interaction, Prizren, 2019.

Additional literature:

Alan Dix, Janet Finlay, Gregory d. Abowd, Russell Beale. Human- Computer Interaction. Pearson Education Limited, 2004. UK.

NOTICE:

The time/date for the evaluation (tests) is assigned by the lecturer of the course based on the plan in order to cover/summarize certain topics. Final evaluation (exam), at the end of the semester is assigned by the competent official(s) of the department. The basic material/literature for the lectures is provided by the lecturer. Students are encouraged to use additional literature and other sources and to present them as new idea for common discussion. Students may propose and raise new topics that are correlated to the education process with the aim of advancing the scientific knowledge in this field of study.

Notice for the student:

- Be regular in attendance of lectures, and exercises in particular,
- Be cooperative based on the university regulations and policies,
- Be punctual and fully respectful to the timetable of the lectures, exercises, consultations and evaluation (tests, exams).
- To comply positively with Statute and Code of Conduct of University.
- During lectures and exercises must not disturb the normal flow of the education process.