

Teaching guide

IDENTIFICATION DETAILS

Degree:	Computer Engineering		
Field of Knowledge:	Engineering and Architecture		
Faculty/School:	Senior Polytechnic School		
Course:			
Type:	Compulsory	ECTS credits:	6
Year:	3	Code:	3636
Teaching period:	Fifth semester		
Area:	Computing		
Module:	Specific Technology		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

SUBJECT DESCRIPTION

The Human-Computer Interaction course explores and applies understanding of the psychological factors that influence the appreciation and usability of a software application (or hardware product) and, from a practical point of view, applies the methodological knowledge necessary to cover the life cycle of a graphical user interface, while including consideration of human and accessibility factors.

SKILLS

Basic Skills

Students must have demonstrated knowledge and understanding in an area of study that is founded on general secondary education. Moreover, the area of study is typically at a level that includes certain aspects implying knowledge at the forefront of its field of study, albeit supported by advanced textbooks

Students must be able to apply their knowledge to their work or vocation in a professional manner and possess skills that can typically be demonstrated by coming up with and sustaining arguments and solving problems within their field of study

Students must have the ability to gather and interpret relevant data (usually within their field of study) in order to make judgments that include reflections on pertinent social, scientific or ethical issues

Students must be able to convey information, ideas, problems and solutions to both an expert and non-expert audience

Students must have developed the learning skills needed to undertake further study with a high degree of independence

General Skills

An ability to design, develop, assess and guarantee the accessibility, ergonomics, usability and security of computer applications, services and systems, and the information managed therein.

Specific skills

An ability to develop and assess interactive systems and systems for presenting complex information, and their application for solving person-computer interaction design problems.

DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
67 hours	83 hours