

## Specification for the book of courses

<b>Study program</b>		Electrical Engineering and Computer Science		
<b>Module</b>		Computing and Informatics		
<b>Type and level of studies</b>		Undergraduate Academic Studies		
<b>The name of the course</b>		Human-Computer Interaction		
<b>Lecturer (for lectures)</b>		Rančić D. Dejan, Milosavljević Lj. Aleksandar		
<b>Lecturer/associate (for exercises)</b>		Dimitrijević M. Aleksandar		
<b>Lecturer/associate (for OFE)</b>		Dimitrijević M. Aleksandar, Antolović D. Igor		
<b>Number of ECTS</b>	5	<b>Course status (obligatory/elective)</b>	Elective	
<b>Prerequisites</b>				
<b>Course objectives</b>	Introduce students to the area of human-computer interaction and getting familiar with basic techniques and devices.			
<b>Course outcomes</b>	Getting to know the basic principles of human-computer interaction. Getting to know the basic techniques and devices for human-computer interaction. Ability to independently design, implement and evaluate quality user interfaces.			
<b>Course outline</b>				
<b>Theoretical teaching</b>	Basic concepts and historical overview of the area. Objectives of human-computer interaction and relationship with interactive computer system applications. Psychological aspects. Mental models and interface design. Devices for human-computer interaction. Paradigm interactions. Analysis, design, and evaluation of the human-computer interface. Software life cycle and human-computer interaction. Standards and guidelines for the implementation of the user interface. User interface development tools. New paradigms for interaction: ubiquitous computing, virtual reality, extended reality, multimodal interfaces, hypertext.			
<b>Practical teaching (exercises, OFE, study and research)</b>	Designing user interfaces using interface patterns. Understanding the user's needs. Organizing content. Navigating through content. Organization of interface elements. Actions and commands. Show complex data. Forms and controls. Editors. Visual styles and aesthetics. Declarative techniques for the development of advanced user interfaces.			
<b>Textbooks/references</b>				
1	B. Shneiderman, C. Plaisant, Designing the User Interface: Strategies for Effective Human-Computer Interaction (4th Edition), Pearson Addison Wesley, 2004.			
2	A. Dix, J. Finlay, G. Abowd, R Beale, Human-Computer Interaction, 3rd ed., Pearson Education, 2004.			
3	J. Tidwell, Designing Interfaces, O'Reilly, 2005.			
4				
5				
<b>Number of classes of active education per week during semester/trimester/year</b>				
<b>Lectures</b>	<b>Exercises</b>	<b>OFE</b>	<b>Study and research work</b>	<b>Other classes</b>
2	2	1	0	0
<b>Teaching methods</b>	Lectures, auditory exercises, laboratory exercises.			
<b>Grade (maximum number of points 100)</b>				
<b>Pre-exam duties</b>	<b>Points</b>	<b>Final exam</b>		<b>Points</b>
<b>Activity during lectures</b>		<b>Written exam</b>		20
<b>Exercises</b>	20	<b>Oral exam</b>		20
<b>Colloquia</b>	40			
<b>Projects</b>				