

**COURSE DATA****Data Subject**

<b>Code</b>	33839
<b>Name</b>	Human-Computer Interaction
<b>Cycle</b>	Grade
<b>ECTS Credits</b>	6.0
<b>Academic year</b>	2016 - 2017

**Study (s)**

<b>Degree</b>	<b>Center</b>	<b>Acad. year</b>	<b>Period</b>
1007 - Degree in Information and Documentation	Faculty of Geography and History	4	Second term

**Subject-matter**

<b>Degree</b>	<b>Subject-matter</b>	<b>Character</b>
1007 - Degree in Information and Documentation	1 - Optional subjects	Optional

**Coordination**

<b>Name</b>	<b>Department</b>
VIDAL INFER, ANTONIO MARTÍN	225 - History of Science and Documentation

**SUMMARY**

The course takes into account the perception by the user of an information system in a Web environment for designs that meet their information needs. This process integrates knowledge from various disciplines - psychology, design, computer, etc. - and professionals, from systems analysts to users, so a body of knowledge and technologies for the specification, design and evaluation of interfaces will be studied. The tasks of the Librarian as manager of information resources of high complexity will be highlighted.

**PREVIOUS KNOWLEDGE**



### **Relationship to other subjects of the same degree**

There are no specified enrollment restrictions with other subjects of the curriculum.

### **Other requirements**

Monitoring of theoretical and practical classes, as well as seminars, involves the use and application of computer and user level code (X) HTML applications, as well as prior knowledge of organizational systems and information classification . Average knowledge of English is also required

## **OUTCOMES**

### **1007 - Degree in Information and Documentation**

- Optional subjects deal in greater depth with the competences already covered in compulsory subjects.

## **LEARNING OUTCOMES**

- 1 To know human factors related Interfaces of Interactive Systems.
- 2 To know the relation between the computer and peripherals interaction and for interaction.
- 3 To know the models and techniques for prototyping interfaces, and HCI design techniques and evaluation.
- 4 To know the methodology of evaluation of usability, accessibility and information architecture of Web environments

## **DESCRIPTION OF CONTENTS**

### **1. Human Computer Interaction: an introduction**

1. User Interface
2. HCI as a discipline
3. State of art in HCI
4. The relationship between LIS and HCI

### **2. The human factor**

1. Sensation: input channels
2. Perception
3. Memory
4. Knowledge representation



### **3. Accessibility**

1. What is Web accessibility?
2. National and International Web accessibility legislation.
3. Automatic, Semi-Automatic and Manual evaluation tools.
4. Accessibility evaluation

### **4. Usability**

1. Interactive systems usability
2. Usability process model
3. Usability evaluation methods: heuristic evaluation and user testing

### **5. Information architecture**

1. What is Web Information architecture?
2. Navigation systems
3. Labelling systems
4. Search systems
5. Organization systems

### **6. Requirements analysis**

1. Requirements analysis introduction
2. The requirements collection in the process model
3. Requirements adaptation to the system needs

### **7. Prototyping**

1. What is a prototype?
2. Prototyping dimensions and benefits
3. Prototyping techniques

**WORKLOAD**

ACTIVITY	Hours	% To be attended
Theory classes	45,00	100
Computer classroom practice	15,00	100
Development of group work	12,00	0
Development of individual work	10,00	0
Study and independent work	18,00	0
Readings supplementary material	8,00	0
Preparation of evaluation activities	16,00	0
Preparing lectures	8,00	0
Preparation of practical classes and problem	8,00	0
Resolution of case studies	10,00	0
<b>TOTAL</b>	<b>150,00</b>	

**TEACHING METHODOLOGY**

This course has a theoretical and practical focus, with keynote lectures combined with practical activities proposed in class. Conducting individual and group activities to be exposed in class will be proposed. Depending on availability it may be proposed specific additional activities that will be communicated in due course

**EVALUATION**

Theory: Making a written test (50%). You must be obtained at least a 5/10 to pass the course.

Practice: Practical exercises and assistance (50%)

Attendance: Exposure of practical work in the classroom involves control of student attendance at sessions of the course. For passing the course it will be essential to present and, where appropriate, to expose all proposed practical work. You must obtain at least a 5/10 to pass, making the mean score of the theoretical exam with the mean score of practices, being essential to have at least 4 or these scores to make this average. Failure to attend or late submission of practical activities proposed will adversely affect the rating of the same 25%.

NOTE: However, in cases that are properly justified and for those students who wish may be assessed without attending all or part of classes. In these cases the student should proceed as follows: You should inform at the beginning of the course to the professor of the course about the incident for which he/she is unable to attend class, which must be properly justified in a document. • The professor, in light of this information will decide the possibility of full or partial evaluation without the assistance of the subject classes. • Students who are in this situation must submit all required work to be evaluated, (not necessarily identical to those required for the course) and also may be called upon to defend them orally to the teacher own work, and will perform a test of knowledge. The weight of the work in the final grade will be 50% and the knowledge test the remaining 50%



## REFERENCES

### Basic

- ROSENFELD, L.; and MORVILLE, P. Information Architecture for the World Wide Web. O'Reilly & Associates, Inc. Sebastopol, CA, USA, 2002. Suscrito en versión electrónica:  
<http://proquestcombo.safaribooksonline.com/0596527349>
- PÉREZ-MONTORO, GUTIÉRREZ, M.; Arquitectura de información en entornos Web. Ed. Trea, 2010
- NIELSEN, J. Usabilidad : diseño de sitios web. Traducción de Santiago Fraguas . Madrid [etc.] : Prentice Hall
- ROSENFELD, L.; and MORVILLE, P. Information Architecture for the World Wide Web. O'Reilly & Associates, Inc. Sebastopol, CA, USA, 2002. Suscrito en versión electrónica:  
<http://proquestcombo.safaribooksonline.com/0596527349>
- NORMAN, D. La psicología de los objetos cotidianos. Ed. Nerea, 1998.