VNIVERSITAT⚜ IDVALÈNCIA

COURSE DATA

Data Subject	
Code	33839
Name	Human-Computer Interaction
Cycle	Grade
ECTS Credits	6.0
Academic year	2021 - 2022

Study (s)

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

Subject-matter

Degree	Subject-matter	Character
1007 - Degree in Information and Documentation	1 - Optional subjects	Optional

Coordination

Name	Department
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. Requirements analysis

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

6. 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
TOTAL	**150,00**	

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

The evaluation of student learning will take into account all the aspects exposed in this guide and will be carried out through the continuous evaluation of the theoretical contents and practical activities:

Theory: a continuous evaluation will be carried out by carrying out and presenting a series of analysis and reflection activities on the theoretical contents. The evaluation will suppose 50% of the qualification and it will be necessary to obtain a minimum qualification of 5 to pass the subject. If the minimum qualification is not reached, in the second call a final written exam will be carried out that will collect questions about all the theoretical contents seen in the course. In this case, it will also be necessary to obtain a minimum grade of 5 to pass the course

Activities and practices: they must be presented throughout the course and will account for 50% of the total evaluation. It will be necessary to obtain a minimum grade of 5 in the total mark of the practices to pass the course. The notes of the practical work of those people who have not passed the entire subject in the first call, may be kept until the next, but always within the same academic year.

In the event that a continuous assessment activity or a practical work is submitted after the deadline (in no case after the official date of the subject exam), a 25% penalty will be applied to the grade obtained in said activity.

To pass the subject it is necessary to obtain a minimum grade of 5 out of 10, both in the written test and in the practical exercises.

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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.

ADDENDUM COVID-19

This addendum will only be activated if the health situation requires so and with the prior agreement of the Governing Council

SEMI-PRESENTIAL TEACHING

1. Contents

The contents initially included in the teaching guide are maintained

2. Workload and time schedule

The activities and their hours of dedication in ECTS credits marked in the original Course Guide will be kept.

Theoretical and practical classes will be developed online.

Teaching planning will be specified at the beginning of the term.

If the sanitary situation changes and no access to the University facilities is possible, all teaching activities will be carried out completely online. In this case, the adaptations will be communicated to the students through the Virtual classroom.

3. Teaching Methodology

Online theoretical and practical classes through the Blackboard Collaborate or Teams platforms that can be complemented with different types of materials and activities in the Virtual classroom.

Tutorials will be done online (through the UV corporate mail) or face-to-face by prior appointment with the teacher.

If the sanitary situation changes and no access to the University facilities is possible, teaching and tutorials will be carried out completely online. In this case, the adaptations will be communicated to the students through the Virtual classroom.

4. Evaluation

The evaluation criteria established in the Course Guide are kept.

If the University facilities were closed on the dates set in the official calendar for the final exam, the face-to-face exam will be replaced by an online test.

5. Bibliographic references

The recommended bibliography in the Course Guide is kept. If the sanitary situation changes and the access to the recommended bibliography is not possible, it will be replaced by materials accessible online.