UNIVERSIDAD DE CASTILLA - LA MANCHA

GUÍA DOCENTE

1. General information

Course: HUMAN-COMPUTER INTERACTION I
Code: 42320
Type: CORE COURSE
ECTS credits: 6
Degree: 406 - UNDERGRADUATE DEGREE IN COMPUTER SCIENCE AND ENGINEERING (AB)
Academic year: 2022-23
Center: 604 - SCHOOL OF COMPUTER SCIENCE AND ENGINEERING (AB)
Group(s): 10 11 12
Year: 3
Duration: First semester
Main language: Spanish
Second language: English
Use of additional languages:
English Friendly: N
Web site: http://campusvirtual.uclm.es
Bilingual: Y

Lecturer: **ANTONIO LABIAN MOYA** - Group(s): **11**

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Lecturer: **VICTOR MANUEL RUIZ PENICHET** - Group(s): **12**

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Lecturer: **GABRIEL SEBASTIÁN RIVERA** - Group(s): **10**

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Lecturer: **RICARDO TESORIERO PSZYTULA** - Group(s): **10**

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2. Pre-Requisites

Students are expected to have some knowledge on programming, computer structures, software engineering, etc.; knowledge that are supposed to be acquired in the previous two years of the degree.

3. Justification in the curriculum, relation to other subjects and to the profession

This subject is part of the global subject SOFTWARE ENGINEERING, INFORMATION SYSTEMS AND INTELLIGENT SYSTEMS in the degree program and it is the basis for the subject:

- Human-Computer Interaction II

The user interface is the visible part of the applications. In the discipline of human-computer interaction, designing a proper user interface is understood as a must. The user should perform the tasks easily. Obviously, the interface must be aesthetically pleasant, but always having in mind that the main objective is to ease the user interaction with the application. Within this subject, students will develop applications considering fundamentals regarding the person, the mechanisms of interaction or some design rules.

4. Degree competences achieved in this course

Course competences

Code	Description
CO01	Ability to design, develop, select, and assess, applications and digital systems, guaranteeing their reliability, security, and quality, according to ethical principles and the current and common laws.
CO13	Knowledge and application of the required tools for the storage, process, and access to informational systems, even web based ones.
CO16	Knowledge and application of principles, methodologies, and life spans of software engineering.
CO17	Ability to design, and assess person-computer interfaces that could guarantee the accessibility of systems, services, and digital applications.
INS04	Problem solving skills by the application of engineering techniques.
SIS09	Care for quality.

5. Objectives or Learning Outcomes

Course learning outcomes

Description

Knowledge about the basic aspects of human-computer interaction and the methodologies for user-centered software development.

Consideration of the aspects of quality in software development such as usability, accessibility, security, reliability, etc.

Additional outcomes

1. Understand the meaning of Human-Computer Interaction
CO1, CO17
2. Know and learn the concept of User Interface
CO1, CO17
3. Know the main objectives in HCI
SIS9
4. Learn how to analize the usability of an application
CO1, CO17
5. Know about the different disciplines related with HCI
CO13, CO16, INS4

6. Units / Contents

Unit 1: Introduction to HCI

Unit 2: The Human

Unit 3: The Computer

Unit 4: The Interaction

Unit 5: Design Rules

Unit 6: HCI within the SE Process

7. Activities, Units/Modules and Methodology

Training Activity	Methodology	Related Competences (only degrees before RD 822/2021)	ECTS	Hours	As	Com	Description
Class Attendance (theory) [ON-SITE]	Lectures	CO17	0.72	18	N	-	
Problem solving and/or case studies [ON-SITE]	Problem solving and exercises	CO17	0.6	15	Y	Y	Individual or group activities
Laboratory practice or sessions [ON-SITE]	Practical or hands-on activities	CO13 CO16	0.78	19.5	Y	Y	Group
Individual tutoring sessions [ON-SITE]			0.18	4.5	N	-	
Final test [ON-SITE]	Assessment tests	CO13 CO16 CO17	0.12	3	Y	Y	Individual
Study and Exam Preparation [OFF-SITE]	Self-study	CO13 CO16 CO17	2.1	52.5	N	-	
Writing of reports or projects [OFF-SITE]	Group Work		0.9	22.5	Y	Y	
Practicum and practical activities report writing or preparation [OFF-SITE]	Group Work	CO13 CO16	0.6	15	Y	Y	
		Total:	**6**	**150**			
		Total credits of in-class work: 2.4					**Total class time hours: 60**
		Total credits of out of class work: 3.6					**Total hours of out of class work: 90**

As: Assessable training activity
Com: Training activity of compulsory overcoming (It will be essential to overcome both continuous and non-continuous assessment).

8. Evaluation criteria and Grading System

Evaluation System	Continuous assessment	Non-continuous evaluation*	Description
Assessment of problem solving and/or case studies	10.00%	10.00%	(INF) 10%
Laboratory sessions	35.00%	35.00%	(LAB) 25%
Theoretical exam	35.00%	35.00%	(ESC) 35%
Projects	20.00%	20.00%	(PRES) 20%
Total:	**100.00%**	**100.00%**	

According to art. 4 of the UCLM Student Evaluation Regulations, it must be provided to students who cannot regularly attend face-to-face training activities the passing of the subject, having the right (art. 12.2) to be globally graded, in 2 annual calls per subject , an ordinary and an extraordinary one (evaluating 100% of the competences).

Evaluation criteria for the final exam:

Continuous assessment:

To pass the subject, it is required a minimum mark of 40% in every part (Class activities, Lab, Theory Exam). If the student do not pass such parts with the minimun mark will get a global mark of 4.00 as much.
Depending on the quality of the work made by the student during the course, teachers might rise the mark up to 1 extra point in the subject.

Non-continuous evaluation:

The assessment criteria are the same as in the continuous assessment. An appoinment will be stablished to assess the different parts.

Specifications for the resit/retake exam:

The assessment criteria are the same as in the regular exam session with the following considerations:
The students will only need to retake those parts with a Failure Mark. Those parts already passed by the student will not need to be repeated and will be kept

during the current academic course.

Specifications for the second resit / retake exam:

Same criteria as the previous one (extra exam session)

9. Assignments, course calendar and important dates

Not related to the syllabus/contents

Hours	hours
Final test [PRESENCIAL][Assessment tests]	3.25

General comments about the planning: This course schedule is APPROXIMATE. It could vary throughout the academic course due to teaching needs, bank holidays, etc. A weekly schedule will be properly detailed and updated on the online platform (Virtual Campus). Note that all the lectures, practice sessions, exams and related activities performed in the bilingual groups will be entirely taught and assessed in English. Classes will be scheduled in 3 sessions of one hour and a half per week. Evaluation activities or catch-up classes may exceptionally be scheduled in the afternoon (morning).

Unit 1 (de 6): Introduction to HCI

Activities	Hours
Class Attendance (theory) [PRESENCIAL][Lectures]	5
Problem solving and/or case studies [PRESENCIAL][Problem solving and exercises]	.75
Laboratory practice or sessions [PRESENCIAL][Practical or hands-on activities]	1.5
Individual tutoring sessions [PRESENCIAL][]	.75
Study and Exam Preparation [AUTÓNOMA][Self-study]	8.5
Writing of reports or projects [AUTÓNOMA][Group Work]	3.75
Practicum and practical activities report writing or preparation [AUTÓNOMA][Group Work]	2

Unit 2 (de 6): The Human

Activities	Hours
Class Attendance (theory) [PRESENCIAL][Lectures]	2.25
Problem solving and/or case studies [PRESENCIAL][Problem solving and exercises]	2.25
Laboratory practice or sessions [PRESENCIAL][Practical or hands-on activities]	3
Individual tutoring sessions [PRESENCIAL][]	.75
Study and Exam Preparation [AUTÓNOMA][Self-study]	6
Writing of reports or projects [AUTÓNOMA][Group Work]	3
Practicum and practical activities report writing or preparation [AUTÓNOMA][Group Work]	2

Unit 3 (de 6): The Computer

Activities	Hours
Class Attendance (theory) [PRESENCIAL][Lectures]	3
Problem solving and/or case studies [PRESENCIAL][Problem solving and exercises]	3
Laboratory practice or sessions [PRESENCIAL][Practical or hands-on activities]	3
Individual tutoring sessions [PRESENCIAL][]	.75
Study and Exam Preparation [AUTÓNOMA][Self-study]	8.5
Writing of reports or projects [AUTÓNOMA][Group Work]	3.75
Practicum and practical activities report writing or preparation [AUTÓNOMA][Group Work]	2

Unit 4 (de 6): The Interaction

Activities	Hours
Class Attendance (theory) [PRESENCIAL][Lectures]	4.5
Problem solving and/or case studies [PRESENCIAL][Problem solving and exercises]	4.5
Laboratory practice or sessions [PRESENCIAL][Practical or hands-on activities]	4.5
Individual tutoring sessions [PRESENCIAL][]	.75
Study and Exam Preparation [AUTÓNOMA][Self-study]	12.5
Writing of reports or projects [AUTÓNOMA][Group Work]	6.75
Practicum and practical activities report writing or preparation [AUTÓNOMA][Group Work]	4.5

Unit 5 (de 6): Design Rules

Activities	Hours
Class Attendance (theory) [PRESENCIAL][Lectures]	.75
Problem solving and/or case studies [PRESENCIAL][Problem solving and exercises]	.75
Individual tutoring sessions [PRESENCIAL][]	.75
Study and Exam Preparation [AUTÓNOMA][Self-study]	3
Writing of reports or projects [AUTÓNOMA][Group Work]	1.5

Unit 6 (de 6): HCI within the SE Process

Activities	Hours
Class Attendance (theory) [PRESENCIAL][Lectures]	3.75
Problem solving and/or case studies [PRESENCIAL][Problem solving and exercises]	3.75
Laboratory practice or sessions [PRESENCIAL][Practical or hands-on activities]	6
Individual tutoring sessions [PRESENCIAL][]	.75
Study and Exam Preparation [AUTÓNOMA][Self-study]	14
Writing of reports or projects [AUTÓNOMA][Group Work]	3.75
Practicum and practical activities report writing or preparation [AUTÓNOMA][Group Work]	4.5

Global activity

Activities	hours
Problem solving and/or case studies [PRESENCIAL][Problem solving and exercises]	15
Laboratory practice or sessions [PRESENCIAL][Practical or hands-on activities]	18
Final test [PRESENCIAL][Assessment tests]	3.25
Writing of reports or projects [AUTÓNOMA][Group Work]	22.5
Practicum and practical activities report writing or preparation [AUTÓNOMA][Group Work]	15

Individual tutoring sessions [PRESENCIAL][]	4.5
Study and Exam Preparation [AUTÓNOMA][Self-study]	52.5
Class Attendance (theory) [PRESENCIAL][Lectures]	19.25
Total horas:	150

10. Bibliography and Sources

Author(s)	Title/Link	Publishing house	Citv	ISBN	Year	Description
Jenny Preece, Yvonne Rogers, Helen Sharp, David Benyon, Simon Holland, and Tom Carey	Human-Computer Interaction	Addison-Wesley Longman Ltd	UK		1994	
Ben Shneiderman, Catherine Plaisant, Maxine Cohen, and Steven Jacobs	Designing the User Interface: Strategies for Effective Human-Computer Interaction	Addison-Wesley Publishing Company	USA		2009	
Alan Dix, Janet Finlay, Gregory D. Abowd, Russell Beale	Human-Computer Interaction	PrenticeHall			2004	
Krug, Steve	No me hagas pensar : una aproximación a la usabilidad en la	Pearson Prentice Hall		978-84-8322-286-7	2006	