

Course code	TCS_CC4							
Type and description	TCS core curriculum							
ECTS credit	1							
Course name	Advanced human-computer interaction methods							
Course name in Polish	Zaawansowane metody wspomagania interakcji człowiek-komputer							
Language of instruction	English							
Course level	8 PRK							
Course coordinator	Adam Wojciechowski							
Course instructors	Adam Wojciechowski							
Delivery methods and course duration		Lecture	Tutorials	Laboratory	Project	Seminar	Other	Total of teaching hours during semester
	Contact hours				15			15
	E-learning	No	No	No	No	No	No	
	Assessment criteria (weightage)				100%			
Course objective	Understanding and ability to use advanced human-computer interaction methods							
Learning outcomes	Knowledge and ability to use advanced human-computer interaction methods							
Assessment methods	Evaluation of project							
Prerequisites	none							
Course content with delivery methods	The purpose of this course is to review, analyse, and apply contemporary methods for quantitative/qualitative evaluation of interfaces in the broad field of human-computer communication. The scope of the course is to collect and revise existing research methods for evaluating the quality and performance of immersion/interaction in virtual environments or other interfaces in the context of their usability/performance/user experience.							

	The revision should consider not only the entire expected experimental set-up, but also the proposed research methods with selected aspects of immersion/interaction/usability/performance to be evaluated. The choice of research methods (questionnaires) should be discussed and functionally justified. The results should be statistically elaborated and their statistical significance should be discussed.
<b>Basic reference materials</b>	<ol style="list-style-type: none"> <li>1. Research Methods in Human-Computer Interaction, J. Lazar, J.H. Feng, H. Hochheiser, Morgan Kaufman, 2017</li> <li>2. Learn Human-Computer Interaction: Solve human problems and focus on rapid prototyping and validating solutions through user testing, C.R. Becker, Packt Publishing 2020</li> </ol>
<b>Other reference materials</b>	GUESS, SSQ, FMS, UEQ-S, VRNQ, IPQ ITC SOPI, NASA TLX, SWAT questionnaires
<b>Average student workload outside classroom</b>	35 h
<b>Comments</b>	
<b>Last update</b>	7.3.2023